C.O. Major K.L. Farrell

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THE INSTRUCTORS' HANDBOOK ON FIELDCRAFT AND BATTLE DRILL

(*This Pamphlet is provisional*)

Issued under the direction of the Commander-in-Chief, Home Forces

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INFANTRY BATTLE DRILL.

INTRODUCTION.

OBJECTS OF THIS PAMPHLET.

1. These notes on Infantry Battle Drill are published as a guide to Commanding Officers, and are to be regarded as provisional. " Infantry Training, 1937 " is shortly to be re-written in pamphlet form and will include Military Training Pamphlets 33, 39 and 44, the existing supplements to Infantry Training and also full details of Battle Drill.

2. The object of these notes is to enable Unit Commanders to teach Battle Drill training pending the receipt in some months' time of the re-written " Infantry Training ".

3. Unit Instructors in Battle Drill are now being trained in divisional battle schools. Instructors for divisional schools are trained at the School of Infantry.

4. Battle Drill does not teach any new or revolutionary tactics, but is based on the tactical principles set forth in F.S.R. and the Army Training Manuals. It does not, if properly taught, cramp initiative nor lead to stereotyped action, regardless of the circumstances of the situation. Rather it gives the junior commander a firm base on which to develop his individual initiative, much in the same way that the young cricketer is taught the basic principles of stroke play on which later he develops his own style.

THE PRINCIPLES OF BATTLE DRILL.

5. The principles of Battle Drill are :—

(*a*) You take each movement and operation of war and analyse it—break it down to its bare essentials.

(*b*) You then work out an ideal plan for dealing with that movement or operation in ideal conditions.

(*c*) You then teach that ideal plan as a drill. Drill in the army is getting down to business in civil life. Every private soldier understands that drill must be learned thoroughly. He will therefore really learn all the details.

(*d*) You teach a number of variations to the drill and how to adapt it to varying circumstances or varying ground conditions.

(*e*) You make it quite clear at the conclusion of your teaching that the drill is a means to an end. You are not being dogmatic about anything but the learning of the drill. The drill once learned must be mastered, it must not be allowed to master the pupil. You are ensuring that every subaltern, serjeant, corporal and private soldier has a clear idea of an ideal plan photographed on his mind. He will know what is being aimed at, what the battle is all about, what everyone is trying to do—things he seldom knows now.
Then with that ideal plan in his mind (if he has imagination) he will work out such adaptations as the circumstances dictate. (Often, possibly, the ideal plan, or one of the variations, will

fit.) If he has no imagination he will just carry out the drill woodenly—and he still won't do too badly.)

(*f*) Battles in this confused mobile warfare have been won and lost by small parties—sections or individuals, cut off and isolated—fighting their own battles alone. The Germans and Japanese specialise in this type of fighting—infiltration. It is a war of little wars, one within another. Every private soldier therefore must now be something of a tactician. He wants to understand at least what his commander is trying to do. If he sits and waits for orders and obeys like an automaton, without thinking, he will often continue to sit, for communications in this type of warfare are very difficult to establish. He must not sit, he must ACT. Whatever the risks—victory or defeat—the issue may be in his hands. In infiltration tactics platoons may soon find themselves scattered over the countryside and it will be fatal if, at the crucial moment, Corporal Brown can only be got to move out of his hole from A to B to fire at Z in order that C and D can get forward, if he receives a direct written message to do so. Corporal Brown will certainly sit down and do nothing if given no plan, so Corporal Brown must understand the general plan—the general underlying idea of what everyone on the battlefield is trying to do—just as much as his company commander must understand it. He can then employ his own initiative at all times. Thus battle drill will, in practice, develop the initiative of all ranks.

(*g*) Once the battle is joined, the company commander really will have relatively little influence upon it. It will be won or lost by Corporal Brown and dozens of others like him—by their skill or lack of skill on the battlefield. That skill can only be acquired NOW; it will be too late to learn when the battle is joined.

EFFECTS OF BATTLE DRILL.

6. Battle drill presents tactical training in a new form. It ensures that every individual in the platoon-team knows what action he has to take and why he has to do it under any circumstances in battle. It ensures that each member of the team knows at all times what his comrades are doing, and what action is required on his part to help on the team's task of destroying the enemy. It ensures that all action is carried out at high speed and that the minimum of orders is necessary to put this into effect. At the same time, battle drill, by insisting on the discipline of the barrack-square on the battlefield ensures the strictest attention by all ranks to the smaller details on which success is based. It has a psychological effect which arouses the aggressive spirit, brings out latent qualities of leadership, and, in its more advanced stages, eliminates nervousness of battle sounds and battle experiences. Experience has shown that if properly applied and combined with good unit administration it is an infallible cure for that fatal and malignant disease of being "browned off". It gives a man pride of achievement and a sense of well-being by making him physically fit.

INSTRUCTORS.

7. The success of this form of training is entirely dependent on the choice of the right type of man as instructor. The first essential is that all instructors should be enthusiasts. They must also have a good knowledge of tactics, be good at weapon training and good shots. If battle drill is " put over " in a half-hearted manner, it will be worse than useless.

WEAPON TRAINING.

8. Battle drill training consists of fieldcraft, the battle drills proper, battle discipline and battle inoculation. A high standard of weapon training is essential in all battle drill training for, if men cannot hit the enemy and get the best out of their weapons, the most brilliant tactics are bound to fail.

USE OF LIVE AMMUNITION.

9. The essence of battle drill training is the use of live ammunition. As soon as men have thoroughly learnt the various drills, they should be made to put them into practice in the field, using all their weapons with live ammunition. The importance of this cannot be sufficiently stressed as it is the only way in which the true realism of battle training can be introduced. There is all the difference in the world between an exercise in which bullets, grenades, and mortar bombs are imaginary and one in which they are real. In the former none of the all-important problems of fire-control, fire and movement, the co-ordination of covering fire, ammunition expenditure and replenishment, hitting the enemy and avoiding hitting your own troops, arise. Without the opportunity of overcoming these problems, which can only be done by frequent practice, no unit can be really properly trained. No platoon which cannot efficiently carry out such an exercise can be considered fit to fight.

USE OF ENEMY.

10. In the same way that live ammunition is essential, so is a live enemy who fires bullets and grenades. Except at the opening of an exercise it is not possible for this " enemy " to remain on the enemy position. The live enemy will usually have to operate from the flanks or in the rear, firing rifles and L.M.Gs. above the heads or close to one side of the troops. Personnel selected as enemy must be reliable shots, and with experience can place their bullets realistically close to the troops without danger. The crack of a bullet close to a man's head adds an excitement to his training which is of inestimable value. It inoculates him to being shot at and prevents him getting " the wind up ". It is the best means of teaching him to make use of cover and to locate enemy fire. The enemy on the position at which the troops are to fire must be represented by figure targets and dummies, always well concealed behind non-bullet proof cover. These targets are necessary to check the accuracy of fire, but false lessons will be taught if men learn to expect a visible mark at which to shoot.

11. Enemy mortar fire and shelling can be represented by thunder-flashes, " 69 " grenades, gun cotton charges (fired electrically or by safety fuse), etc. All these can be exploded quite close to troops without danger, provided reasonable precautions are taken.

GROUND FOR TRAINING.

12. The finding of suitable ground on which to carry out training involving the use of bullets must not be an insurmountable difficulty. C.Os. are now empowered to select and requisition their own training areas under the terms of A.C.I. 1315/42 and should communicate direct with A.D. Claims, who will give every assistance. In this connection attention is drawn to the following extract from the G.H.Q. Monthly Training Letter for February, 1942.

"SELECTION AND USE OF RANGES.

(*a*) The existing conditions imposed on the selection of ranges are restricted and have ruled out the use of many suitable ranges. In order to give units more freedom in their selection and consequently greater opportunity for weapon training, the Commander-in-Chief has decided to accept a greater degree of risk in Home Forces and to relax the safety restrictions.

(*b*) In future the commanding officer of a unit may select, as a range for infantry weapons any piece of country provided he is satisfied that it provides reasonable protection for his troops and for the civil population. He will be responsible for laying down adequate range rules, being guided by common sense and by existing regulations, and for ensuring that they are observed.

(*c*) In the event of an accident the burden of responsibility will lie in the first place on the commanding officer to show that he exercised reasonable judgment in the choice of range and laid down adequate rules for its safe use. Provided reasonable care and judgment were exercised by the commanding officer in these two respects, responsibility will be borne by the Commander-in-Chief.

(*d*) This relaxation does not imply any change in the method to be adopted for the acquisition of land for use as a range. As in the past, land required intermittently only will be used under Defence Regulation, Section 52, while land required for intensive use will be requisitioned under Defence Regulation Section 51."

TEACHING BATTLE DRILL WITHIN THE UNIT.

13. C.Os. will devise their own methods of teaching battle drill within the battalion. The following is a suggestion which has worked smoothly in practice, in spite of the difficulties of releasing men for training :—

This method is based on the fact that battle drill is essentially a subject to be taught by the platoon commander :—

(*a*) Get as many officers of all ranks and senior N.C.Os. as possible trained at the divisional battle school.

(*b*) Strike one platoon in each company, one section of the carrier platoon and one three-inch mortar detachment, off for training for four to five weeks, no exemptions being allowed. (This method has the advantage that all available instructors in each company can concentrate on the platoon which is being trained intensively.)

(*c*) Repeat in the same way with other sub-units until the whole battalion has done a course. This will take approximately 16 to 20 weeks (allowing for interruption).

(*d*) On completion of this training, strike off each company in turn for a period of ten days or so to train collectively. The carrier and mortar platoons each require a similar period during which they can sub allot sections and detachments to train in close co-operation with the rifle companies. During the company training period the company commander should have constant practice in handling a combat team consisting of a company of infantry, a section of carriers, and one or two 3-inch mortar detachments.

SOME FAULTS TO WATCH OUT FOR.

14. (*a*) You must expect mistakes to be made in this as in any other form of human effort. The following is a list of mistakes sometimes seen in the early stages of battle drill training. Watch out for them and be ready to deal with them vigorously as soon as they appear :—

(i) Carelessness with arms, ammunition and equipment. Men may get exhausted and "just won't bother." This attitude must not be allowed.

(ii) N.C.Os. shouting or swearing and trying to drive their men instead of trying to lead them. Train them to alter their methods : if they can't, change your N.C.Os.

(iii) "Stickiness" when first fired on. Remember that the drill "Down—Crawl—Observe—Fire" should only be applied if you are surprised. Train your N.C.Os. always to give anticipatory orders so that they are not surprised.

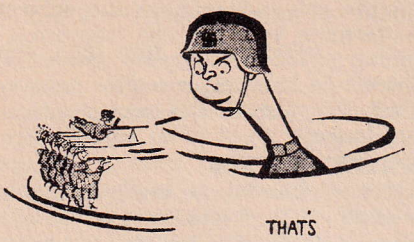
N.B.—There is a danger that each individual man goes to ground when he thinks fit. It is suggested that, to combat this, the Group Commander only shouts "Down," the remainder of the group shouting "Crawl—observe—fire."

(iv) Haste instead of speed—a tendency to dash madly into action without stopping for those few vital seconds to work things out. Experience should remedy this fault.

(v) An inclination to stick to the drills woodenly without fitting them to the ground. This fault cannot occur if all the lessons taught in Chapter I of this book have been thoroughly learnt. Keep going back to those lessons—they cannot be overdone.

(vi) A feeling that because battle training means dirt and grime, a smart and soldierly turn-out doesn't matter any more. Always arrange for battle training to be done in old suits or denim and insist on a change and a super smart turn out when the men are walking out. They will feel much the better for it.

(*b*) Don't expect too much of your men in the early stages. Don't expect them to go out after a short course and put up a first class performance. When they have completed that course they have just had 24 golf lessons. Don't expect them to go out and do their first round in bogey. Remember that platoon training in modern war is a very difficult art. Your men can't hope to reach professional standards without plenty of practice.



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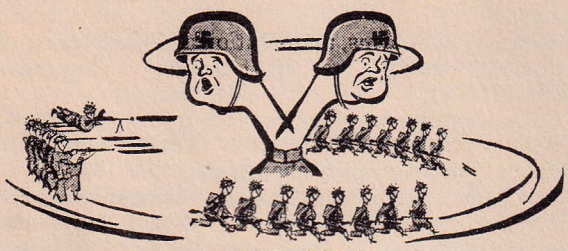
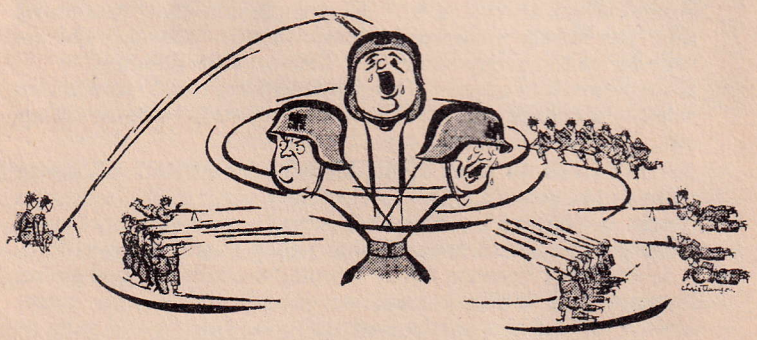


BATTLE DRILL



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CHAPTER I.

FIELDCRAFT—MOVEMENT, LEADERSHIP TRAINING, EQUIPMENT, AND DISCIPLINE IN THE FIELD.

Note.—This Chapter only covers those fieldcraft subjects which are not at present included in M.T.P. 33.

SECTION 1—INTRODUCTORY.

When teaching fieldcraft the following four cardinal points must always be kept in mind.

FIELDCRAFT IS UNIVERSAL.

1. This is a war of infiltration, i.e. a war in which little packets, such as the Section or even the individual work their way forward, relying largely on their own skill and the power of their own infantry weapons. This cannot be done unless every individual man is an EXPERT in movement in the field, in concealment, in surprise. One bad movement by one individual may ruin everything.

FIELDCRAFT IS OFFENSIVE.

2. It is not using ground to cower in a hole out of the enemy's fire. Ground must be used as a hunter uses it—to get closer and closer to the prey whom he is going to kill. You must use your knowledge and cunning to outwit the enemy.

OBSERVATION IS PARAMOUNT IN OFFENCE; CONCEALMENT IS PARAMOUNT IN DEFENCE.

3. This is a war of concealed posts, of camouflage. You cannot kill the enemy unless you can find him. You cannot even start to attack him, if you do not know where he is.

COVER FROM VIEW IS NOT COVER FROM FIRE IF YOU HAVE BEEN SEEN GETTING THERE.

4. Train yourself NOW as a drill to get away from enemy fire **unseen.** Do not dart behind a bush and stay there; that is suicide.

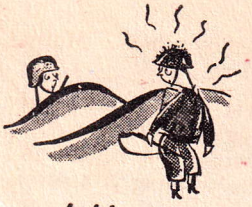
SECTION 2—METHOD OF TEACHING FIELDCRAFT.

The suggested sequence for most fieldcraft lessons is :—

1. Make clear the object of the lesson (Instructors themselves must be quite clear as to **what** they are trying to teach in each period).

2. Most subjects in fieldcraft and elementary tactics can be demonstrated and experience shows that the soldier learns more quickly by **seeing** things than by **hearing** things.

The men's interest must be aroused: demonstrations interest them: lectures usually bore them.



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OFFENSIVE!

An officer or N.C.O. who is an expert must demonstrate each movement, showing the wrong way to do it, followed immediately by the right way. Each man must then be practised till he is passed out as efficient. Practice must be continued periodically if muscles are to be kept in trim.

3. Men learn by criticising and being criticised by others. Mutual criticism is popular and keeps both parties alert.

4. Training in outwitting an enemy is best done in the early stages by pitting one man or one section against another, thus introducing the spirit of competition. Each will derive benefit and learn his mistakes from his " enemy ". Keen training is assured.

5. When training in fieldcraft or minor tactics there must be enough instructors to ensure that all points of training are watched and corrected. Small errors, should be put right at once without waiting for the Exercise to end; major errors can often be conveniently left till the end of the Exercise when they should be discussed and the moral drawn from them.

SECTION 3—INDIVIDUAL FIELDCRAFT MOVEMENTS.

Every officer and soldier must learn the following movements :—

MOVEMENT BY DAY.

1. **Without Arms.**

(*a*) **The Leopard (or Stomach) Crawl.**
Hug the ground from toes to chin, chest and crutch flat to the ground, arms outstretched in front of you. Arms and legs work beside, not under, the body. All motive power is provided by a thrust from the thigh. Roll slightly from side to side rather like the swimming crawl stroke. Try to keep the heels on the ground.
Note.—This movement cannot be done with the respirator at the " alert ".

(*b*) **The Cossack Crawl.**
Sit Cossack fashion, move forward with the legs coming round to the sides; as the front leg moves forward allow the rear knee to rest on the ground, thus taking the weight. (Very convenient for moving behind low cover.)

(*c*) **The Hands and Knees (The Monkey Run).**
Get down on the hands and knees; clench your fists. Train to go very fast in this way. Go hard 15 yards, drop flat, pause, go on.

(*d*) **The Walk.**
Cut out the ostrich walk, the head bent shamble. Head up, observe all the while.

(*e*) **The Roll.**
Learn to roll away keeping the arms to the sides or stretched forward. This is often the quickest way of getting away from a spot where the enemy has seen you. Practice is necessary if the tendency to dizziness is to be overcome.

2. **Movement with the Rifle.**

(*a*) **The Walk.**
Rifle in left hand across the body, ready for instant action, or poised in the two hands. Try to keep the body perfectly balanced and to carry the rifle so that it looks as if it is a part of you—not just an umbrella. When you have learned to walk in this way in a perfectly balanced manner you will be able to "freeze" instantly, then gradually disappear from view. This is often the best way of escaping enemy notice. Remember that jerky, unnatural movements are sure to attract attention.

(*b*) **The Leopard (or Stomach) Crawl.**
This can be done by working the rifle forward with the right hand over the small of the butt, left hand under the rifle between the point of balance and the outer band. An alternative method is to grip the rifle with the left hand at the point of balance, rifle diagonally across the body with the small of the butt underneath the right armpit. Always gather the sling up in the left hand. A Russian method which is worth learning is to grasp either the muzzle cap and foresight or the upper sling swivel and sling with the right or the left hand with the body of the rifle resting on the forearm.

(*c*) **Cossack Crawl.**
Hold in the left hand as above.

(*d*) **Hands and Knees.**
Sling the rifle over the neck.

(*e*) **The Roll.**
As you turn over press right hand hard down on the small of the butt. If rolling to the right side, keep rifle into right side, and vice versa.

Remember at all times that you must train yourself to keep the rifle off the ground and to prevent dirt and mud from getting into the barrel or the working parts. This can only be done by a high degree of self-discipline and individual training.

3. **Movement with the Bren Gun.**

(*a*) **Crawling. Method 1.**
No. 1 lies on his side, rests the gun on the instep of the lower leg, which is kept flat to the ground. Propulsion is achieved by kicking with the upper leg. This is a very tiring method, but useful as an alternative stroke when tired.

(*b*) **Crawling. Method 2.**
No. 1 lies on his stomach and folds the bipod legs to the rear. He grips the gun—right hand at the butt, left at the bipod legs. He then either works the gun forward in front of him as he crawls, or lifts the gun forward and rests it on the ground to the limit of his reach and then pulls his body up to the gun—using its weight as a lever.

(*c*) **Crawling. Method 3.**

No. 1 and No. 2 work together as a team. No. 1 the firer, moves to the right of the gun and slightly forward. No. 2 crawls forward in the approved manner for about 3 yards then leans back and grasps the gun by the (unfolded) bipod legs (the barrel is hot). No. 1 at the same time grasps the gun by the butt. They then lift the gun together and move it forward a bound. The gun so moves in echelon between them. The advantages of this method are that it is very fast, that it keeps the gun perfectly clean, and that the No. 1 is ready for instant action and almost in a firing position during the whole of the movement.

(*d*) **Crawling. Method 4.**

The gun after firing is lifted sideways by the No. 2 and the bipod legs folded up. No. 1 then hitches the folded bipod legs on to the back of the equipment of No. 2 (the gun will catch almost anywhere). The No. 1 and No. 2 then crawl forward together, the butt of the gun being kept off the ground by the No. 1 and the barrel and front portion remaining hitched to the back of No. 2. This method is also quick.

(*e*) **Crawling. Method 5.**

No. 1 grips the small of the butt in his left hand, No. 2 the bipod legs in his right. They both move forward using the leopard crawl.

General Remarks.

All men must know all these methods, as high-speed crawls with a Bren gun are often the means of surprising the enemy. As in swimming, the knowledge of a variety of strokes is the best way to avoid fatigue. Close watch must be kept on the soldier during training to make sure that he learns at all times that it is a serious crime to drag the gun along the ground. If this is done the working parts soon become full of mud and the gun jams. Carelessness in this must be eradicated.

4. **Methods of Running.**

(*a*) **Running. Method 1.**

Gun over the shoulder; this is tiring if not varied, and it gives away the position of the Bren gun to a flank observer.

(*b*) **Running. Method 2.**

The gun held by the Bren sling, or, if this is not available, a loop made out of two rifle slings. This is much more comfortable than Method 1, and it has the advantage that the sling provides a good support for firing the gun from the hip or for firing the gun by the hose-pipe method against enemy aircraft (if tracer is available).

(*c*) **Running. Method 3.**

Gun carried between No. 1 and No. 2 and held between them by the butt and the barrel.

5 **Movement with the Anti-Tank Rifle.**

(*a*) **Crawling.**

All methods similar to the Bren, but Method 5 is the best for this awkward weapon.

(*b*) **Running.**

Rifle between No. 1 and No. 2 upside down. The platoon serjeant carries No. 2's rifle as well as his own, and the three men, i.e. Platoon Serjeant and the No. 1 and No. 2 rotate as a team.

6. **Movement with the 2-inch Mortar.**

(*a*) **Crawling.**

Lock the mortar at 90 degrees. Crawl in the stomach crawl manner mentioned above, pushing the mortar in front of you in your outstretched arms, or balanced over the pack.

(*b*) **Running.**

Lock the mortar at 90 degrees and rest the base plate on your haversack with the barrel over your shoulder. This is easier than the carrying handle and it has the advantage that, for a " quick bomb on the ground " the mortar can be put down just as it is and an instantaneous bomb can be fired if the No. 2 holds the base plate in the palms of his hands off the ground, using his judgment to work out the correct angle. With practice considerable accuracy can be achieved by this method, but it should of course only be used in an emergency and the mortar moved away rapidly behind bullet-proof cover as soon as circumstances permit.

MOVEMENTS BY NIGHT.

7. **Without Arms.**

(*a*) **The Ghost Walk.**

For all night movements silence is more important than speed. Silence can only be achieved by perfect balance. Stand up, lift the legs high to avoid long grass and sweep them outwards in a semicircular motion. Feel gently with the toe for a foothold. Make sure that one foot is safe before the next foot moves, knees slightly bent. Always lie down when you halt at night.

(*b*) **The Cat Walk.**

Get down on the hands and knees and move each hand forward, searching the ground carefully with the hand, making sure there are no twigs, then raise the knee and put it down on the spot where the hand is. Then move the hand forward again. This is a very slow method but very sure.

(*c*) **The Kitten Crawl.**

If the ground is covered with twigs the normal stomach crawl would make noise. When moving very close to the enemy, when perfect silence is essential, the only sure method is to keep raising the whole body off the ground on the forearms and the toes, pressing forward, lowering the body, feeling carefully with the hands each time. This is a very slow and tiring method which requires considerable practice, but is invaluable. Accurate information at night can often only be obtained by movement very close to the enemy.

With the Rifle.

In every case the remarks made above on movements by day apply. The balance by night must be even better than by day, and the ability to "freeze" instantly is an absolute necessity in night movement.

With the Bren Gun, Anti-Tank Rifle and 2-inch Mortar.

There are no special remarks.

SECTION 4—TACTICAL CROSSING OF OBSTACLES.

General.

1. As soon as every individual man is perfect in day and night movement with and without weapons, he must be trained to cross the sort of obstacles he would be likely to meet in the field. A man is more likely to get shot whilst impeded by an obstacle than anywhere else. High-speed crossing of obstacles with weapons is a matter of personal agility, and this agility can only be achieved by plenty of practice.

Method of Teaching.

2. Prepare a course which contains :—

(*a*) Walls.
(*b*) Wire fences.
(*c*) Wooden fences.
(*d*) Broken ground.
(*e*) Ditches.
(*f*) Streams.
(*g*) Jumps up and jumps down.
(*h*) Double jumps.
(*i*) Windows in walls.
(*j*) Steep slopes up and down.
(*k*) Balance walks.
(*l*) Low obstacles for crawling under.
(*m*) Loose wire.
(*n*) Gates.

3. As soon as each individual man has learned how to take these obstacles with weapons at speed, start training the men to go over them in sections. Make sure that the Section Commander takes control of the section, forms it up tactically after each obstacle and

whips in all stragglers. This is very good training for the Section Commander. (See Battle Discipline, Sec. 15a.) The emphasis now should always be on the word TACTICAL.

4. The following points should be specially noted in carrying out this training :—

As soon as the section trains together, emphasis must be laid on crossing obstacles when possible at fairly wide intervals to make sure that there is no unnecessary bunching.

Until properly trained, men will always bunch together and make for the easy place to cross any obstacle. Train them to avoid this habit by giving them plenty of practice across awkward streams, hedges and wire.

Team work is nearly always the answer to high-speed crossing of obstacles, e.g. :

(*a*) **Climbing a High Wall or Anti-Tank Ditch.**

The Section Commander must organise this. Two men put their backs against the obstacle and make a ladder by holding their hands together to make a step, giving each man a leg-up so that he can reach up to the top of the wall with his outstretched hands. The remainder of the section go up this ladder and over the wall one at a time, the Bren gun being passed over by the second man and put down in a fire position on the far side of the obstacle as quickly as possible. The last two men of the section remain at the top of the obstacle, reach down and haul up the first two men (who provided the ladder), taking their rifles up first.

(*b*) **Concertina Wire or Double Apron.**

The leading man shields his face by stretching out his arms above his head (holding his rifle parallel to the ground) and lying flat on the wire. The remaining men walk over his back, and go straight into the assault.

(*c*) **Wire Fences.**

The first two men hold the strands of wire wide apart (or cut it), enabling the remainder to pass through at high speed.

(*d*) **Gaps in Hedges.**

The Section Commander forms the section up in a row well short of the gap and all double across the gap together. From the side view the whole section thus appears as one man.

5. **Tactical Crossing of Obstacles at Night.**

Silhouettes and sky-lining must be very carefully avoided. Gaps must therefore be negotiated by either crawling across them or by rolling round the side, e.g. round a stone gate post. Great care is needed in forming up the section after each gap has been negotiated. As soon as men have been trained in negotiating the obstacle course by day they should be trained to negotiate it by night, and pieces of difficult ground, e.g. twig-strewn country, gravel, shingle, etc., should be included

6 Crossing Wire at Night.

If wire is encountered all men must crouch low so that it can be seen silhouetted against the sky. If no wire cutters are available it is best to lift the wire and move underneath it, lying on the back, holding the strands of wire clear of the body. If wire cutters are available cut the lowest strands and crawl normally.

To cut wire two men should work together, one holding the wire close to the cutters on each side whilst the other cuts. This muffles the sound and prevents loose ends from springing back. A single man should cut wire near a post holding the wire close to the post and cutting between his hand and the post. If the inner flanges of the cutters are bound with tape the metallic " click " will be reduced.

Opportunity should, if possible, be taken to cross obstacles under cover of the noise of pre-arranged fire from neighbouring positions.

7. Digging and Wiring at Night.

Men can only acquire skill at this by plenty of practice. To attain a high degree of silence and speed careful preparation and organisation is necessary. It is very probable that in war, in order to attain concealment, most digging will have to be done at night.

SECTION 5—OBSERVATION TRAINING : HOW TO LOCATE THE ENEMY.

1. General.

Your determination to attack and kill the enemy can never be put into effect unless you learn to find him first. The first step in this process is the acquisition of a high degree of skill in observation. Many soldiers of to-day are city-dwellers and their powers of observation have become dulled through lack of use. This dullness can only be eradicated by constant practice.

2. Section 12 of Military Training Pamphlet 33, 1940, applies here.

3. Practice in Training Eye and Ear.

Divide a piece of ground into 20 squares marked with flags. Conceal a rifleman with some live ammunition in each square. Have these men, if possible, in German uniforms and have them progressively better and better concealed. Let the class observe from the side of a bank. At a given signal get each man in turn to fire a live round into the bank over the heads of the observing class. They will thus get the " crack " and the " thump " of the bullet and will learn to disregard the " crack " and to locate the fire position from the " thump " and from watching for smoke and movement. At a given signal let each firer stand up, then conceal himself again and repeat the exercise. It is essential that men should not leave their observation training with the idea (very easy to get) : " I am very bad at this. I can never see anything ". They should be shown

how to make *progress* in observation and the exercise just referred to is a good way of making steady progress. At the end of the exercise the observers will be able to pick out all the firers instantly and will be able to see them almost standing out of the landscape and " hitting them in the eye ". They will wonder how they came to miss them in the first instance, and it is this feeling of confidence which should be developed.

SECTION 6.—OBSERVATION TRAINING : ADVANCED.

1. The observers watch a number of typical battlefield sights taking place at irregular intervals at varying distances, e.g. a group of riflemen firing live ammunition to a flank, a 2-inch mortar firing from behind cover, a 3-inch mortar doing likewise, an anti-tank rifle, an L.M.G. firing bursts from a concealed position, an enemy " O " group carrying out a reconnaissance. They are supplied with a panorama and have to record what each incident is, where it took place and the range.

2. Use of Field Glasses.

As soon as N.C.Os. and officers have learned to locate without field glasses they should be further trained in the use of glasses. Here again plenty of practice is the answer.

The golden rule for the Platoon Commander is that glasses are useless, if kept in the box, as it takes too long to get them out, fumble with them, adjust them, etc. As soon as contact has been gained the glasses should always be hung round the neck, correctly focussed, and the hand should feel for them instinctively and instantly as soon as there is anything to see.

3. Observation by the Section as a Team.

As soon as a reasonably high standard of individual skill in observation has been reached, the Section Commander should begin to organise his section to observe collectively. In leading sections, nothing can be achieved without eyes—intelligent eyes watching continuously. He who sees first shoots first. It is furthermore of the greatest importance that practice is gained in passing the information seen by the eyes instantly to the Section Leader or the Platoon Commander.

4. Let us suppose that a forward Platoon is approaching an area where the enemy are reported to be. Observation must be organised before movement starts, each individual man being detailed for a quarter of the circle. The procedure should be on the following lines :—

> Section Commander : " Observers—Front, Pte. Jones ; right, Pte. Smith ; left, Pte. Black ; rear, Pte. Green. Report any enemy movement and the direction of any enemy firing you may see. Report any action by our own troops when possible."

The Section Commander can now devote himself to directing the advance of the section and taking control. Let us suppose that shortly after the section is driven to ground by some bursts of enemy machine-gun fire. The following should happen :—

Observer : " Enemy opened up on the right, Corporal."

Section Leader goes to Pte. Smith who points to the area from which he judges the fire has come.

Meanwhile, all other observers continue to watch in the directions assigned to them. The Section Leader wants better observation.

Let us suppose that a house is close by :—

He says to Pte. Smith : " Get up into a top room of that house and watch that area for enemy movement. Pte. Gray, go with him and remain at the bottom of the stairs. Smith will tell you what he sees and you come and tell me. I shall remain for the present at the corner of this bank."

In this way the Section Leader has ensured that those enemy who have disclosed their presence by firing, are watched as effectively as possible.

The Section Leader (or Platoon Commander) at every stage must place his eyes as a cricket captain sets his field. This applies both in daylight and darkness.

Observers should use their ears as well as their eyes. An experienced man can " read the battle " from the sound of firing from both sides.

Every burst of small arms fire—every shell or mortar burst from the enemy or from ourselves has been done with an object. A good man can interpret them all.

Observation must be intelligently planned and quick passing of information arranged for by the Section Leader and Platoon Commander.

This process must be carried out continuously.

5. **A Drill for Observation by the Section team.**

The following method of training is recommended :—

(*a*) As a preliminary to the Battle Drills, when the section falls in in single file the Section Commander gives the order " Observe ". As a drill movement every man in the section then turns and faces the sector he knows is automatically his for observation. These sectors are :—

Section Commander	Front.
No. 1 Rifleman	Right Incline.
No. 1 Bomber	Left Incline.
No. 2 Rifleman	Right Turn.
No. 2 Bomber	Left Turn.
2 i/c	Front.
No. 1 Bren Gun	No Duties.
No. 2 Bren Gun	Rear.

(*b*) When the section moves off all men now know their flank for observation without any orders being given. Later the order is simply " Observation Normal ".

(*c*) As often as possible on the way back to camp at the conclusion of exercises march the sections back independently making them follow a pre-determined route. As they move along, enemy concealed at different points provide "incidents" at varying distances to the flanks of the section. Some of these incidents take place silently and almost simultaneously on both flanks, so that the section can only succeed if team work and discipline are really good.

The Section Commander puts in a report on reaching camp and the section traverse the course later when all the incidents they have missed are pointed out to them.

6. Locating the Enemy when Observation alone fails.

The enemy may be so well concealed that eyes alone fail to locate him. It is highly probable that if he is well disciplined he may withhold his fire in order not to give his position away. Yet the enemy must be located before any plan can be made to attack him. The practice on training of indicating enemy posts by means of flags or by accurate description must be discontinued. The enemy must always be well concealed and he should wherever possible be encouraged to fire live ammunition into a safe bank and to behave in every way as an enemy would do.

7. At high levels such things as air reconnaissance, air photographs, Reconnaissance Corps reports and reports from the Carrier Platoon or motor-cycle patrols will probably be available, but these will not always help the Platoon Commander. A close study of this subject has been made by the enemy and the following are some of the methods he has used in this war to date :—

(*a*) **On the Dyle.**—Sending forward single men at night at 50-yard intervals to the river bank to fire odd shots. This caused our posts to open up and trained observers in rear were presented with an accurate diagram of our positions merely by watching the flashes from our weapons.

(*b*) **On the Escaut.**—Here the enemy was driven out by our own troops who put in a successful counter-attack. But he left behind trained snipers who by signalling and by firing into our positions from the rear (thus causing movement) enabled their own observers to locate our positions.

(*c*) **On the Saar.**—The enemy used trained dogs which by day sniffed round our posts, found ways in between them, and led patrols through these gaps at night. (See Appendix A for our own tactical employment of war dogs.)

(*d*) **Fifth columnists.**—This is a very special way of locating enemy posts, i.e. the use of civilians or pseudo-civilians to give information or to signal. The Russians use their guerilla detachments in much the same way.

(*e*) **Outside Dunkirk.**—One or two men were made to run forward, then lie down. Object : to tempt our posts to open fire, thus disclosing their positions to observers.

(*f*) **In Libya.**—English-speaking soldiers dressed in British uniforms approached one of our posts and chatted to the men, using strong colloquial barrack-room language. They then went a few yards away and fired a Verey pistol, whereupon heavy fire came down on our post.

8. **Patrols.**

This is one of the most obvious methods of accurate location of enemy posts, but it is of course limited as to time. It is worth noting that a captured German document revealed that their night patrols had on many occasions succeeded in getting behind and beyond our foremost posts (we also had been through theirs), and that they had been able to sketch a very accurate plan of our positions at Tobruk by watching the cigarettes smoked by the defenders when standing to.

9. **Observation Drills.**

All the above methods and instances are mentioned to indicate that the job of locating enemy positions must be regarded as a vast field of endeavour. It is both an art and a science, and it must be very closely studied if we are to succeed in it. Of the above methods only the following can be regarded as within the normal scope of the Platoon Commander :—

(*a*) Observation.

(*b*) The use of searching fire to cause the enemy to betray his position either by opening fire in return or moving.

(*c*) The use of movement of our own troops to tempt the enemy to fire.

(*d*) Use of special scouts or sniper observers.

10. The following drill is suggested as the most satisfactory way of combining these four methods.

(*a*) When the platoon advances it is covered by the leading section which is called the scout section, and which moves tactically, always being a tactical bound ahead of the remainder of the platoon. This leading section observes as a team, eight pairs of eyes being better than one pair. This method will be found more efficient than using a pair of scouts only. Two men are useless unless they are trained to a very high standard individually ; they tend to slow up the advance, they are unlikely to tempt the enemy to fire, and when fire does come they are completely out of touch with, and out of the control of, the Section Commander. Scouts should only be used in special circumstances, e.g. in very close country known to be infested with the enemy. (N.B.—It is the duty of the platoon to keep a tactical bound behind the scout section—not of the scout section to keep a tactical bound ahead of the platoon.)

(*b*) Scout section comes under fire. The drills for the Section Commander are :—

(i) Take cover. Get out of the fire, fade away unseen.

(ii) Dodge. Spar like a boxer, either close in, side-step or step back to a concealed position from which you can regain surprise.

(iii) Observe. Get the whole of your section on to the ground immediately with every man observing intently.

11. **Points for the Platoon Commander.**

(*a*) **Anticipation.**—Always try to observe beyond the scout section. Do not merely watch its back.

(*b*) **Avoid Exposure.**—Make quite sure that if the scout section is caught by enemy fire neither you nor anyone else in the platoon is similarly caught. Preserve your freedom of manoeuvre.

(*c*) **Information.**—Join the Scout Section Commander as soon as he has dodged and reached his surprise position. Avoid going to the area in which he was fired on ; get all the information you can from him. Take your two snipers with you (see below).

12. **Drills for the Platoon Commander.**

(*a*) **Observe.**—Use your binoculars, and get the sniper-observers to use theirs also (three pairs of eyes are better than one).

(*b*) **Snipe.**—If careful observation through binoculars fails to reveal the enemy positions, order snipers to fire shots into likely places where you think the enemy may be. Observe these places carefully whilst they are under fire to see whether the enemy fires back or whether he moves.

(*c*) **Movement.**—If sniping fails order one or two riflemen to run 5 or 10 yards at top speed, exposing themselves, then dropping down into cover. This may tempt the enemy to fire and it does not endanger your men unduly. The enemy will not have time to raise his rifle, take aim and fire accurately.

(*d*) **Advance.**—If all the above methods fail, send the scout section on, observing carefully yourself whilst they move forward. Risks must be taken if the momentum of the advance is to be maintained.

The above drills may seem very long, but they can all be put into effect in from four to five minutes, and this is time well spent.

13. **The Use of Sniper-Observers.**

Two sniper-observers per rifle company H.Q. and one per infantry section will be trained collectively under battalion arrangements. In any advance the two company snipers of the leading company should accompany, or be in close proximity to the leading Platoon Commander, so that they can be available to assist him in the manner above outlined. In special cases using their expert field-craft they can be sent forward to observe and snipe on their own, and this may result in early and accurate information. The snipers should be left as free a hand as possible and should not be tied down to any definite task once the battle has started. In fact, snipers should normally deploy automatically once contact is gained.

14. The Control of Fire.

It is worth bearing in mind whilst studying this subject—locating the enemy—that the whole secret lies in tempting the enemy to fire. When your men at a later stage come to study defence they will learn that one of the tests of the trained soldier is knowing when and when not to open fire. A highly trained enemy who can resist the temptation to blaze away whenever he sees a target, however attractive, will make the job of location ten times as difficult for the enemy as it would otherwise be. There is a very widespread idea in many soldiers' minds that it is their **duty** to open fire as soon as they see a Hun or Jap. The only way to disabuse them of this idea is to get them to understand clearly by constant practice :—

(*a*) That the task of location is an extremely difficult one.
(*b*) That this difficulty is vastly increased if enemy fire is withheld.
(*c*) Therefore that indiscriminate firing in defence means making a present of a plan of your positions to the enemy.

Therefore

(*d*) **That careful control of fire in defence is vital.**

SECTION 7.—COVER AND CAMOUFLAGE.

1. These subjects must be taught as part of the spirit of offence; not as a means of saving your skin, but as a means of ensuring surprise attack.

2. There are at least seven important rules which every private soldier must know and thoroughly understand. Once he has learnt these and had time to practice them any breach of them must be made a matter of battle discipline. If soldiers are allowed to ignore these rules they will become slovenly in war, and heavy casualties will be the inevitable consequence. It must be brought home to the private soldier by careful explanation that he has a duty to every other man in his section to practice these rules carefully, because one careless mistake made by him may cause the death of his comrades, or what is even more important, may give away his Commander's plan. These rules are :—

(*a*) **Always watch your background.**—Just because you have a net on your steel helmet do not think that you can stick your head up anywhere. Always observe from in front of an object that will break up your outline and shadow. Observe through cover if you can, not from the edge of it.

(*b*) **Avoid the skyline.**—Beware that it is constantly changing. You may be hidden against background from 250 yards away, but an enemy 100 yards away may see you quite clearly on the skyline.

(*c*) **Never look up at aircraft** unless your face is covered by a net or by an arm. Faces and hands are easily spotted from the air.

(*d*) **Be "Shine" conscious.**—Much of the army equipment shines. Brass should be painted with camouflage paint, face and hands rubbed with cocoa powder or mud. These are better than

burnt cork which is inclined to be greasy and therefore shiny. Mud dries very light and, if used, it should be frequently renewed. Remember that your rifle, your L.M.G. and your anti-tank rifle muzzles all shine. These muzzles must always be kept behind cover. Garnish your steel helmet which also shines ; cover it with a piece of hessian painted disruptively with camouflage paint.

(*e*) **Always observe round the side of cover** rather than over the top of it. Don't bob up and down when observing. Raise a tuft of vegetation slowly, then your head behind this.

(*f*) **Never ostrich walk.**—Don't jog along in a bent-up position staring at the road or the heels of the man in front of you. The light and shadow of the equipment on your back will be very obvious to the airman if you do.

(*g*) **Be careful of water.**—You may be in excellent cover but you will be shown up by your reflection. Water is an inverted skyline.

3. **Method of Teaching.**

The following are examples of demonstrations which assist in teaching this subject :—

(*a*) **Movement.**

Turn squad about. Men to give the demonstration (who have been previously rehearsed), then take up different types of position where they will be in view of the squad when it again turns about. (Head looking over broken skyline, men in front of good background, in shadow, etc.). The squad is told to spot the demonstrators, who, one by one, are signalled to give away their positions by movement.

Show by demonstration how a slow gradual movement is less likely to catch the eye than a rapid movement (e.g. head rising above cover), but explain that there are occasions when rapid movement may be better (e.g. when crossing a gap).

When a position is left, men should back off it slowly. i.e. " fade away ".

The explanation should bring out that " freezing " is one of the first natural instincts employed by animals for concealment. The first lesson of a young animal is to " squat " when startled. Examples are the hare and the cat watching a mouse hole.

(*b*) **Isolated Cover.**

A piece of ground should be selected with one small piece of cover, which gives cover from view only (e.g. an isolated bush or patch of gorse) A few men should be bunched in concealment behind this cover. A few more should be lying 50 to 100 yards to a flank in firing positions in small folds or in grass which gives concealment (camouflage in helmet covers). When the squad is turned to face the cover a few rounds of blank should be fired. If individuals are then asked what they are going to fire at, most will select the bush. Demonstrators stand up when signalled.

The explanation should stress the danger of occupying isolated and obvious cover, and the danger of bunching behind such cover, if it is cover from view only.

Note.—A dummy bush of cut gorse, etc., will often simplify selection of ground.

(*c*) **Importance of Background.**

This demonstration should be on the "wrong and right" principle and might consist of three pairs of men lying, kneeling and standing, one of each pair with good and other with poor background. After the squad have searched the ground, each man in succession should fire two rounds of blank on a signal. When all have been found, those with good cover should take up their positions again in full view of the squad under instruction, who should later inspect the actual positions.

Stress during discussion that background is cover. Examples from nature are without number; the blue hare in summer blends with the heather, but in winter his coat becomes white; markings of the tiger, the chameleon, and many insects which look like bark or leaves are other examples.

(**d**) **Use of Shadow.**

This should be dealt with in the same way as background. It should be shown that if a man stand back from a window when observing from a room he will be concealed by the shadow. Emphasize that shadow provides concealment from the air; men, weapons and vehicles should always be in shadow when available. It is often more important to consider where the shadow will fall than whether the object itself is in shadow. For instance, a tall vehicle placed in partial shadow may throw its own shadow a long distance, thereby disclosing its presence. The vehicle will therefore be less conspicuous if placed on the sunny side of the shadow. Remind men that shadow changes continuously during the day.

(*e*) **Folds in the Ground.**

Folds in the ground often offer the best cover from view by being less obvious to the observer They are also less obvious to the man seeking cover unless he is well trained.

It is suggested that men should be concealed in folds in the ground throughout one or more of the previous demonstrations. Some should be quite close (within 50 yards) of the squad under instruction. On a signal they should disclose themselves by firing blank. Squad should then inspect positions in detail.

(*f*) **Broken Ground**

The object of this demonstration should be to show that it is more difficult to locate a man in broken cover than when he breaks a regular line (looking over a flat topped wall, mound, etc.) and that men should look round and not over cover.

The demonstration might be as follows :—

(i) A section in position correctly. Squad under instruction searches. How many seen ? Where ? Why spotted ?

(ii) Each man in the section fires one round blank. How many seen ? Where ?

(iii) Squad looks away while section withdraws.

(iv) Section advances at the double, occupies the same position and fires one round per man.

(v) Section stands up.

(*g*) **Personal Camouflage.**

A demonstration to show the value of personal camouflage should be given by pairs of men, the men of each pair being in similar positions but only one using camouflage.

(*h*) **" Prepare for Battle."**

Immediately before contact with the enemy is anticipated every Section Commander will be given the opportunity in rotation to dismiss his men for a few minutes with the order " Prepare for Battle." The men will then camouflage themselves, darken their hands and faces, etc., using the best local materials that are available. The Section Commander will now fall in the section and inspect their concealment precautions, carefully checking any faults. This drill will always be practised on training. Make the N.C.O. responsible for the concealment and camouflage of his men.

4. **Practice.**

After demonstrations men should be divided into two squads for alternate practice and criticism of the various methods of concealment.

5. **Competitive game : The Rival Snipers.**

The area is divided into lanes of flags. To each lane a pair of opposing snipers is allotted. Snipers take up positions. After a signal has been given, each sniper who sees his opponent fires a round of blank, declaring to an umpire his point of aim and range. A maximum of two rounds may be fired by each man. Snipers and umpires then meet and assess results.

6. **Camouflage Crimes.**

Such matters as the wearing of eyeshields on the steel helmet, or of steel helmets themselves on the back of the head, must be made matters of battle discipline. Steel helmets must fit properly otherwise they fall off as soon as speed is needed. This will **not** be all right on the day.

(**Note.**—Show your men the film " Camouflage " during this period of training.)

SECTION 8—COVER FROM FIRE.

1. **Object.**

To teach all ranks to appreciate the value of the various types of cover as protection against fire from small arms weapons, mortars, artillery and anti-tank weapons.

2. Demonstrations should be given of the effect of the above weapons against such types of cover as shingle, brick, stone and concrete walls, sandbag walls, loose sand, earth, clay, peat, growing trees of various types, etc. Mark VII ammunition should also be fired against the armoured sides of any empty carrier to show it is proof against this nature of ammunition. Show the effect of field artillery fire against wire obstacles, etc.

3. A demonstration on the following lines should also be given. Dig a series of weapon pits in well sited tactical positions. Place in the bottom of the trenches well under cover, inflated toy balloons or ordinary figure targets or empty 4 gallon petrol tins. Then engage this defended locality with all types of infantry weapons (including 2-inch and 3-inch mortars), field artillery, and, if possible, with low level (or dive bombing) air attacks and machine gun fire from the air.

It will usually be found that only a small proportion of these balloons or figure targets have been touched by this fire, except in case of a direct hit on a weapon pit by a shell or bomb.

A demonstration on these lines can be combined with most field firing exercises.

The following lessons should then be brought out :—

(*a*) **From the Defender's Viewpoint.**

(i) In a weapon pit one is comparatively safe against all forms of fire, except a direct hit from a shell or bomb. Such a direct hit is a matter of chance and is exceptional.

(ii) While the fire is falling round the weapon pit the enemy infantry are working nearer, taking advantage of the fire which is keeping the heads of the defenders down.

(iii) For safety reasons, these advancing infantry will often be unable to get nearer than 100–200 yards, so long as the fire on your post (their objective) continues.

(iv) Therefore, the moment the enemy fire ceases bob up at once and you should get a very good target as the infantry (probably thoroughly out of breath by now) assault across the 100–200 yards they still have to cover, probably in the open (if your defended locality is well sited), and with little or no covering fire ; 150 yards is all you need to kill them. They are in the open ; you are under cover.

(*b*) **From the Attacker's Viewpoint.**

(i) Apart from direct hits from shells or bombs, few if any of the enemy will be killed by your covering fire. Do not therefore expect to find only dead men when you assault.

A well-trained enemy with good morale will begin firing again as soon as your own supporting fire has to cease for safety reasons.

(ii) Therefore you should do four things :—

First.—Begin the assault immediately your supporting fire stops or lifts. The enemy may be a bit "rattled" and his shooting may be wild. Therefore, do not give him time to recover his composure.

Second.—Before you assault see if you can get one or two Brens in position at very short range, to give you immediate covering fire over the last 200 or so yards. Being nearer than the artillery, mortars and other small arms weapons, these Brens, if well placed, will be able to cover you for quite a large part of the way you have to go.

Third. If necessary, be prepared to use smoke.

Fourth.—Fire all other weapons you have with you from the hip as you assault.

Fifth.—Search all enemy positions thoroughly with the bayonet.

SECTION 9.—TACTICAL HANDLING OF THE PLATOON WEAPONS.

Note.—Instruction in this subject should be preceded by S.A.T., Vol. I :—

Lessons 7 and 8	Pamphlet No. 3
Lessons 10, 15 and 16	Pamphlet No. 4
Lesson 2	Pamphlet No. 8

1. Object.

To train men to acquire skill in the selection of fire positions which combine cover from fire with cover from view.

It is at this point that weapon training and minor tactics merge. There is, however, a tendency to treat weapon training as a thing apart—as an academic study to be pursued on wet days in the barrack room or if out of doors only on a ground sheet with a 4-foot target as the objective.

The only object of weapon training is to acquire skill at killing the enemy and an academic skill is not enough.

It is essential that as early as possible during a weapon-training course the weapon should be related to the ground, i.e. the pupil should be taken out on to a piece of typical rough country and trained to select his fire positions using the skill he has acquired at field-craft and concealment to enable him to select those positions. Minor tactics is sometimes defined as the application of weapons and formations to ground. This demands from the private soldier the highest standards of both weapon training and field-craft combined. The one without the other is of little value.

2. Selection of Fire Positions.

The selection of a fire position for any task depends on :—

(*a*) Ability to use weapons freely.
(*b*) A good view of the ground or target to be covered by fire.
(*c*) Cover from observation and fire.
(*d*) Ability to approach the position under cover.
(*e*) Suitability for developing the characteristics of the weapon, e.g. enfilade fire for L.M.G. (See also Infantry Section Leading, 1938, Sec. 31.)

In addition, fire positions for a section must be selected with a view to control.

The detailed selection of fire positions should be made from ground level ; what may appear to be a good position to a man standing up may give no observation or field of fire, from ground level.

It should be explained that the requirements of a position vary with the fire task of the man or section occupying it (sniping in attack, sniping in defence, section in defence on reverse slope with wire, section with frontal fire task, section with enfilade fire task, section in attack, section in withdrawal, section on outpost, etc.).

3. Method of Instruction.

The instructor should give a simple situation and fire task and order men under instruction to select a fire position within a defined area.

The first task might be a defence situation which would admit of reconnaissance ; later tasks should deal with attack or situations involving the quick selection of fire positions.

Selection should be followed by mutual criticism and discussion on the following lines :—

(*a*) Was it possible to use weapons freely ?
(*b*) Was the view sufficient ?
(*c*) Was it cover from fire or from view only ?
(*d*) Was the cover the best obtainable, and was the best use made of it ?
(*e*) Would it have been easy to advance or withdraw if it had been necessary ?
(*f*) Did position admit of enfilade fire ?
(*g*) Would it have been possible to surprise the enemy with fire ? (Ask men at what point in enemy's approach they would have opened fire.)
(*h*) Was position conspicuous or close to well defined landmarks ?

4. Advanced Instruction in the Selection of Fire Positions for the Bren Gun.

The section advancing across country comes under fire from concealed post (a Bren gun firing live ammunition into a bank, operated by remote control, is the best target). Section Commander is told that he must carry out the drills he has learnt for locating the enemy and then work his Bren gun round to a concealed position

and bring it into action. Situations should be found which involve a long crawl with the gun, and getting the gun across open ground. Great emphasis should be laid on care in emerging from cover and in bringing the gun into action. Jerky movements caused by excitement at this time may waste all the effort that has gone before.

5. Selection of Positions for Anti-tank Rifle.

This is similar to the Bren gun, the only additional points being the necessity for concealing the barrel and the flash. This calls for a clear understanding of " defilade."

6. Selection of Positions for the 2-inch Mortar.

This weapon is probably the most important of the platoon weapons. The 2-inch mortar emits a puff of smoke with every bomb that is fired, and it is therefore the most difficult of the platoon weapons to conceal. Except in the case of " a quick bomb on the ground ", previously referred to, and when firing low angle, this weapon must always be fired from a carefully concealed position which is behind bullet-proof cover, the cover being of sufficient depth to give concealment both to the firer and to the smoke emitted from the barrel.

7. The following is a suggested drill for the use of this weapon :—

(*a*) No. 1 of the mortar carries the mortar and four bombs in his pouches.

(*b*) No. 2 on the mortar carries rifle, bayonet, four bombs in basic pouches, one 2-inch mortar bomb carrier containing 6 bombs. **Note.**—This leaves No. 1 and 2 each with one hand free.

(*c*) No. 3 on the mortar (usually the Platoon Commander's batman), can carry one 2-inch mortar bomb carrier containing another 6 bombs. No. 1 on the mortar is a member of the platoon " O " group. On receiving his orders he can put down a quick bomb on his own if need be. If this is unnecessary he moves off immediately and finds an O.P. This must be a place from which he can observe both the target and the line of advance of the platoon. Behind the O.P. but within voice control of it (if possible), he must now find a suitable base-plate position.

(*d*) It is the job of No. 2 and No. 3 of the mortar to dog No. 1 keeping in touch with him and ready to come up to him as soon as they see they are wanted. This is a matter of team work and intelligent anticipation. The No. 1 should never have to yell for the rest of his team.

(*e*) As soon as the No. 2 and No. 3 arrive they will place their bomb carriers beside the mortar and join No. 1 at the O.P. No. 1 will show them the target and repeat the Platoon Commander's orders to them and give them orders as necessary on the following points :—

(i) Range.

(ii) No. of rounds.

(iii) Smoke or H.E.

(iv) Method—direct or indirect.

(v) Method of obtaining direction (one or two posts—2 posts is usually the best—it is certainly the more accurate).

The No. 1 will then put out the aiming posts (usually 2 bayonets) and return to his O.P. No. 2 will return to the mortar to fire it. No. 3 will prepare ammunition for firing and then remove himself from the base plate area. Fire orders and corrections will be given by the No. 1, all orders being repeated by the No. 2. This procedure takes only a few seconds when the team have been trained. Mortar teams should be made to realise that it is a great mistake to under-estimate their enemy. If they sight their weapon out in the open it is unlikely that the mortar will succeed in firing more than one or two bombs before it attracts heavy counter fire. It should be noted that the mortar can be fired accurately without sights by a skilled mortar man.

(*f*) Smoke should if possible be fired at low angle. When fired at high angle much smoke is wasted before the bomb reaches the ground.

8. Improvement of Fire Positions.

Training in the use of the entrenching tool for the rapid improvement of fire positions is essential, both by day and night.

9. Fire Control.

Without good fire control, much of the value obtained by selecting good positions will be lost.

Fire control does not consist of fire orders only, but is made up of several important subjects :—

(*a*) Location of targets—always difficult, overcome by alertness and practice.

(*b*) Estimation of range.

(*c*) What weapon to use.

(*d*) What type of fire (remember single shot is the normal type of fire).

(*e*) Selection of correct type of fire for each particular target, e.g., a " point " target requires different treatment to a long Pinear target.

(*f*) The fire order, short and clear in Group Commander's own words following orthodox method.

(*g*) Control of the fire—Stop—go on—up—down—switching to fresh target.

(*h*) Ammunition supply—Group Commander must be economical and ensure his reserve is kept up.

SECTION 10—SNAPSHOOTING WITH THE RIFLE AND TOMMY GUN.

In order to develop quick reactions, courses should be provided in which the student can :—

(*a*) Fire his rifle down lanes in a wood at targets which are pulled up suddenly on pulleys out of the ground and trees.

(*b*) Fire a " tommy-gun " in a house at targets which are pulled up out of cupboards and dark corners by means of pulleys. (But remember that the T.S.M.G. should not normally be used at ranges of more than about 25 yards.)

SECTION 11—SELECTION OF LINES OF ADVANCE.

1. **Object.**

To teach the application of practical fieldcraft to simple tactical movement.

2. **Preliminary.**

In deciding on a route, all men must be able to weigh up the advantages and disadvantages of the ground (observation points, fire positions, concealment, protection from fire, likely enemy ambushes, and obstacles) and to make decisions logically and rapidly. For this, constant practice on various types of ground is essential. Men must know intuitively, subject to orders from the Section Commander, the place to make for, the route to follow and the speed at which to move.

The ideal line of advance provides concealment and cover from fire throughout its length, and offers good fire positions or positions of observation en route.

The former will usually conflict with the latter requirement, since to get concealment and good cover from fire it is often necessary to go into low ground, while high ground usually gives better positions from which to observe or fire. It is rare to find a route combining advantages and the choice will depend upon the relative importance of the two factors in any particular situation.

Positions of observation en route should enable the observer to see, not only the enemy, but also the progress of neighbouring friendly troops.

3. **Exercise.**

The instructor gives the general direction of the enemy and a simple tactical setting, defines an area over which individuals will be required to operate, and points out objectives to be reached. He also indicates points from which an enemy is observing.

Men then decide on the line of advance they would take, giving reasons. After a discussion the instructor and squad follow one or more of the alternatives discussed, modifying conclusions reached if necessary.

4. Exercise from the Enemy's Point of View.

Explain the importance when taking up a defensive position of considering approaches from the enemy's point of view (i.e. the reverse of the previous exercise).

The instructor should give the direction of the enemy and general line of our defences and define an area to be examined for features which might be of use to the enemy, e.g. fire positions, O.Ps., and as lines of advance.

This is followed by discussion.

The squad is then told to consider how the value of these positions is increased or otherwise by the ease with which the enemy can reach them and the degree to which they facilitate further advance.

Discussion follows.

Squad then decides on most probable enemy action, which is discussed.

Squad is then moved to position from which enemy would have viewed the ground, and revises opinions if necessary.

The instructor finally stresses the importance in defence, whenever possible, of actually viewing the ground as the enemy will see it.

5. Competitive Exercise.

Two opponents start from behind two ridges some 1,000 yards apart. Each is ordered to occupy a sniper's position to cover all intervening ground and to shoot anyone he sees. The cover on both sides should be approximately equal. Each man must have a watch. Each will note time and exact position of the other when he sees him. Whoever spots the other first within good sniping range (300–350 yards) wins.

6. Another Exercise.

One man lying in the open is pitted against another who has to move forward with reasonable cover available to a given spot in a given time. Whoever spots the other first wins.

At the end of this and the previous exercise, the two competitors should compare notes, with the instructor as referee to stress points of training. End this exercise with a few minutes' unarmed combat.

7. Advanced Exercise.

The instructor selects a general line of advance across country for the Section Commander, followed by his section, to cover. One or two men from the section acting as enemy have rifles and some blank ammunition. The section take their rifles, but not the Bren gun, as this will lead to tactical complications which are not being taught during this lesson. The instructor sends the enemy to a pre-selected spot from which they open fire on the section.

The section leader is told that he must lead his section round to a place in the flank of the enemy from which he can deliver an assault and he must get to that place unseen by the enemy. The

enemy are made to lie down and do all their observation from actual fire positions. Section Commander is given five minutes in which to study the ground carefully and to make up his mind. The route is then followed by the section as a whole accompanied by the instructor who makes certain that all field-craft points already taught are observed by every man during the progress of the flanking movement.

The enemy fire blank ammunition whenever they detect movement by the section. At the conclusion of the " leg " the instructor criticises and brings out any mistakes that have been made. The process is now repeated on another " leg," using different men as enemy, but this time the Section Commander is only given four minutes to study the ground and make up his mind.

This process is repeated again and again on later legs until the Section Commander has been trained to make a " split-second " appreciation of the ground. The time allowed should be gradually reduced till appreciations have become instinctive.

SECTION 12.—SELECTION OF LINES OF ADVANCE BY A PLATOON.

1. The selection of the line of advance by a platoon or Company Commander is largely a matter of map reading. A high standard of map reading is not an ability merely to read co-ordinates quickly or to find one's way along roads. A map is a very careful reconnaissance by an expert, recorded on paper, and a high standard is only reached when the reader can get an accurate mental picture of the ground that lies ahead merely by studying the map. It is also essential that the reader should be able to select suitable O.Ps.

2. A good method of learning this subject is to follow the key word " ground ".

" G " for general ..	What are the general features ? Is the ground high, rolling, flat, open, or wooded ?
" R " for ridges ..	Note the ridges and join them with a chinagraph line in any colour other than blue. Mark in all the lowest points with blue lines prolonging the blue rivers shown on the map.
" O " for observation..	Where are the best O.Ps. giving a view over ground which you wish to see.
" U " for undergrowth	Woods, trees, villages, scrub, broken ground.
" N " for non-passable	Obstacles such as woods, rivers, canals.
" D " for defilade ..	Cover for your line of advance.

Once the above drill has been mastered talc and chinagraph will be unnecessary.

3. Practice.

As soon as the above system has been mastered, practice can be given by moving across country following a route down a given axis of advance, much the same system being adopted as that referred to in the section lines of advance.

4. When Selecting Lines of Advance all Commanders should remember :—

(*a*) Sweat saves blood.

(*b*) Brains save both sweat and blood.

(*c*) Dead ground—live men.

(*d*) Take essential risks as far away from the enemy as possible.

5. Reconnaissance for Lines of Advance.

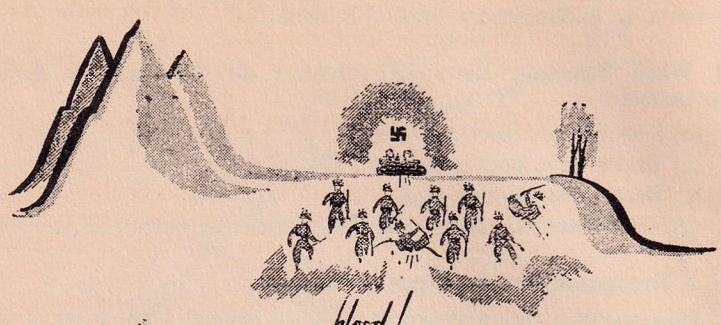
" Time spent in reconnaissance is seldom wasted " but most of the time spent *during* reconnaissance *is* wasted. A man making a reconnaissance must know what he is looking for and he must know how to look for it. His reconnaissance must be confined to essentials and must be made from the nearest point available.

6. Reconnaissance for lines of advance can really be divided into :—

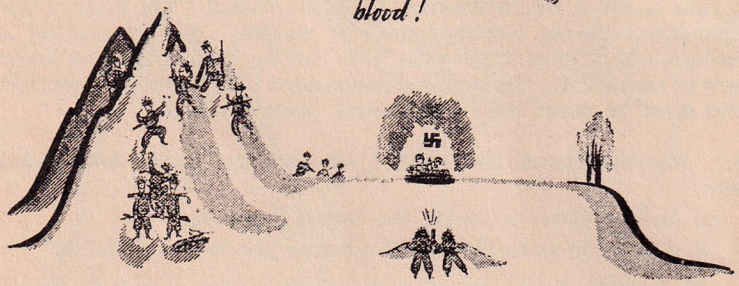
(*a*) An endeavour to locate the enemy positions.

(*b*) A decision as to the line of advance you intend to follow.

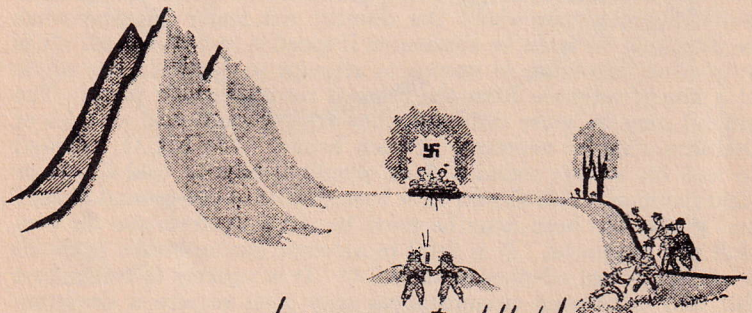
A methodical manner of dealing with both (*a*) and (*b*) above has been set out earlier in this pamphlet. If these methods are followed reconnaissance will be reduced to a matter of minutes. The idea that an officer or N.C.O. can afford to spend half an hour wandering aimlessly about the country not really knowing what he is looking for must be eliminated if speed is to be retained. It is very often impossible or unwise to attempt to decide on the whole of a line of advance from the original reconnaissance point. The ground may be quite different when it is reached and a series of decisions may be necessary at each bound. The N.C.O. required to lead his section round a flank should merely be told " Left or right flanking ". He should have been trained to use ground himself and if this has been done he must be relied upon to use his own skill and judgment. It is fatal to attempt during orders to detail a lengthy line of advance to an N.C.O. It is unlikely to be the best line and unforeseen circumstances may soon require a deviation from it. The ideas that must be running through the mind of the officer or N.C.O. during reconnaissance should be " Precious time is running on. Speed means surprise. I must achieve surprise. What do I want to know ? How quickly can I find it out ? I must not dither around just because I know that a reconnaissance is an important thing ". At the end of the reconnaissance the officer or N.C.O. must ask himself : " What have I learned that I did not know before ? Could I have found it out by using a map ? "



blood!



sweat saves blood



brains save sweat and blood!

But remember that :—

(i) one good look at the ground will usually yield far more information than can possibly be obtained from study of the map.

(ii) Don't guess. A look at the map will help you with ground you cannot possibly see from your O.P.

SECTION 13.—MOVEMENT BY NIGHT.

1. General.

Darkness gives protection against aimed fire and enables surprise to be gained. Night training should be designed to accustom men to moving in the dark, so that individuals and units can act with confidence at night.

The main difference between night and day operations are that by night :—

(*a*) Accurate aimed fire is difficult.

(*b*) Sight is largely replaced by hearing ; avoidance of noise is therefore of the greatest importance.

(*c*) Objects are generally visible only on skylines, which increases the importance of low ground for both movement and observation.

(*d*) The difficulty of maintaining direction makes daylight reconnaissance most important.

(*e*) Difficulty of control (closer formations therefore necessary).

2. Movement.

At first individual instruction should be given without arms ; later, men should be trained to move fully equipped. They should be practised in daylight in moving silently on roads and across country in various formations with whispered words of command. The same practice should then be carried out at night.

Precautions should be taken to prevent equipment rattling, and arms must not be allowed to clash. In certain cases strips of sandbag material may be tied over noisy equipment.

On soft ground it is generally better to place the foot on the ground, heel first, and on hard ground, toe first ; when walking in grass, etc., the feet should be raised above the grass ; when crossing a difficult piece of ground advantage should be taken of other sounds to cover noise.

(This should first be demonstrated and later may be carried out as a competition to see which man can advance nearest to a blindfold section without being heard.)

When a light goes up, men should, if possible, fall flat before the flare ignites. If caught unexpectedly by a flare men should remain motionless and only fall flat if the enemy opens fire. A flare should never be looked at as it makes it impossible to see in the dark for some minutes.

(These points should be demonstrated, the flares being sent up by a squad from a trench to disclose another squad about 100 yards away.)

3. **Keeping direction.**

Men should know how to recognize the Pole Star, and how to use the moon and the wind. They should be trained to pick up landmarks by day which by night will stand up in silhouette against the sky and ground contours.

Preliminary reconnaissance is of the first importance. Men should be shown by day a piece of country over which they will be required to move in the dark, and their plans should be followed by discussion on the route selected with regard to avoidance of noise, keeping direction, avoidance of skylines, obstacles to be crossed.

To train men, take them over a route by day and let them make notes (e.g. 600 yards forked track, keep left ; 100 yards on track crosses stream flowing to right ; lone pine on skyline half left from line of advance, etc.) Then with their notes let them follow the same route by night, applying the Night Patrol Drills as they go. In more advanced stages notes may be made from a map and from an observation point instead of from the actual route.

All officers and senior N.C.Os. must understand how to use the prismatic compass by night.

4. **Carriage of tools.**

Men should be taught and practised in carrying tools, etc., quietly.

5. **Intercommunication.**

Messages where necessary should be passed in a whisper. A simple non-human noise (e.g. scratching on a gaiter) can be used with a simple code (e.g. one scratch means " stop and get down ", two scratches, " Get up and move on," etc.).

6. **Keeping touch.**

White distinguishing patches on the back will often help in keeping touch. The members of a small patrol crawling in close proximity to the enemy on a dark night can keep in touch and signal to each other if the rear men keep a hand on the ankle of the man in front. Signals should be arranged.

Loss of touch always leads to delay and loss of morale. In ordinary movement in file, if each man holds the scabbard of the man in front touch will be maintained. It should be a rule that a message is passed forward the moment men behind are not closed up. It will often be useful if officers and N.C.Os. wear distinguishing marks, e.g., Platoon Commander carries a white " square " on his back.

7. **Compass March.**

Officers and senior N.C.Os. should be trained to move across country by the use of compass bearings and distances. A course should be laid out with a series of control points (A, B, C, etc.). At each point there should be an observer and a yellow flag (or shaded light on very dark nights) visible about 15 yards away. Those under training are sent off at intervals from the starting point (A), where

they are given the true bearing of and distance to B. At B they are given similar instructions with regard to C, and so on. Points should vary between 100 and 400 yards apart.

Observers should note time taken and how near each man gets to his post before being observed.

8. **Individual Stalk.**

The individual stalk may also be carried out at night.

9. **Digging and Wiring.**

Constant practice in digging, wiring, sandbagging and the repair of trenches will be carried out. It is seldom in war that extensive digging or wiring can be carried out in daylight; therefore every man must be trained to work quickly and quietly at night.

A silent, quick and simple method of getting men on to their tasks at night must be frequently practised.

10. **Headgear.**

It is rarely advisable to wear steel helmets or respirators at night. Men should carry any weapon which they feel confident of using, knives, clubs, etc., should be encouraged.

SECTION 14.—OBSERVATION BY NIGHT.

1. **Visual Training.**

One man of a section should march away and be stopped as soon as he is out of sight. He should then call out the number of paces he has taken. He should then advance towards the section from some distance farther off and be stopped when he again becomes visible, later counting his paces to the section. This should be repeated on nights with varying visibility and with the moon both behind and in front, and with different types of background.

Points to bring out :—

(*a*) To show men how far they can see at night.
(*b*) Ability to see at night increases with practice.
(*c*) A man may stand up when he has a good background, but otherwise should lie down.
(*d*) The lower the observer is to the ground, the more extensive is his skyline.
(*e*) That it is easy to mistake natural objects (bushes, posts, etc.) for men at night. The ground in front should therefore be studied carefully by day.

When men have been practised in observing a man approaching and walking erect, they should be similarly practised in observing a man who is endeavouring to approach unseen.

By comparison they should be made to realize the advantage of observing from low ground.

As observation by night or in fog is a great strain, men should work in pairs.

The use of field glasses at night must be practised.

2. **Training in Hearing.**

Instruction will be carried out on similar lines to visual training. At first the advance of a single man should be listened for; gradually the number should be increased so that men may judge the strength of the party approaching.

Listening should be practised on various types of ground (e.g. open and close country, across valleys and in woods) and in different weather conditions (wind blowing towards or away from the enemy, fine and wet).

Demonstrations should be given to show how far noises (whispering, etc.), carry at night, and of the noise made by rattling equipment and water bottles.

To exercise men, place them in a position of observation and arrange for noises to be made at pre-arranged times and distances and in different directions (e.g. talking, digging, wiring, wire cutting, coughing, opening assault boats, inflating reconnaissance boats, carrying tools, etc.). Each man should then explain the sound, estimating its distance and direction. This should be carried out in varying types of weather.

It will be found that at night the tendency is to over-estimate numbers and to under-estimate distances when judged by sound.

SECTION 15.—LEADERSHIP TRAINING.

1. **Previous Training.**

As soon as every individual man has completed his fieldcraft training and the section has learnt to move as a whole over obstacles, section training proper should commence. During this period training of the leader to command and control the section should be stressed throughout and emphasis should be laid on the section learning to work together as a team under his leadership.

It is vital that the personnel of sections should be altered as little as possible, and everything should be done to foster the team spirit of each section and to develop " group morale ". Men of the section should be sent on leave together, should do fatigues together, and should thus be made available to train together as a whole. Good results can not be achieved in any other way.

2. **Training the Leader.**

In section training the leader will now be combining for the first time his theoretical training with the actual problems of command and control in the field. His ability to command will depend to a great extent on his self-confidence, and it is to be hoped that this has already been fostered by his previous training. The feeling that he really knows what he is talking about will in itself give confidence both to the section leader and to the men under his command, and everything possible must be done to foster this feeling.

If possible, therefore, section training should be preceded by a section leader's course under unit arrangements, under which the

section leaders are formed up together into a model platoon which is trained by a group of the best officers in the battalion. They can then go out to face the problems of running their sections themselves.

Battle Discipline, Battle Inoculation and Morale.

(*a*) **The Importance of Leadership.**

The basis of all infantry fighting is the section and the platoon. In this war of wide dispersal it is not an exaggeration to say that an army is as good as its Section and Platoon Commanders.

Unless the greatest possible care and skill is used in selecting Section Commanders and they are given plenty of opportunity for developing their powers of leadership, no army can fight. A few examples from this war can be given. In a certain allied country in a certain sector many soldiers, stunned by the sudden shock of a total war which they had never imagined or expected, had lost the will to fight on. A young British officer who had had much experience of fighting in Spain declared that he would take any ten of these soldiers and make them into first-class fighters overnight. He was taken at his word; he stopped the very next truck, told ten of its occupants to get out, and harangued them for a short while. The next day these men were fighting again; they were in every rearguard throughout the difficult campaign which followed and every individual man behaved like a hero.

It has been said that the Malays as a race have not been disposed either by training or tradition to be soldiers. Yet the official records contain several instances of platoons of hastily organized Malays fighting with great bravery when well led. One group of 20 fought on under a British officer at one of the airfields in the north for 4½ days after they had been ordered to evacuate. Within half an hour of the officer being removed, however, they ceased all resistance.

It can indeed be said that without good leaders the bravest people in the world may behave badly, and that with good leaders even the poorest may behave well. As Napoleon put it: "There are no bad soldiers. There are only bad leaders."

(*c*) **Failure of Discipline in Training is Always Reproduced in Battle.**

On exercises the habit may grow of permitting minor details of field work to be done in a perfunctory and slip-shod manner. Big exercises are often known by the men as "stunts" and a peace-time "field-day" atmosphere is sometimes allowed to creep in. This is dangerous, for failure of battle discipline in peace, is bound to be reproduced in war.

Moreover, the fact must be faced that in action, entirely through ignorance, troops may behave foolishly if they have

not been carefully schooled in what to expect and in what to do and what not to do. Examples of failure in battle discipline which may occur in action are :—

(i) Under dive bombing. A great deal of noise, much discomfort, but very few casualties, may be sufficient to engender the feeling " We have been bombed out. We must go ".

(ii) Under enemy mortar fire. Again much noise and unpleasantness from bombs descending vertically, but few casualties may be sufficient to engender the feeling " We have been mortared out. We must go ".

(iii) Infiltration tactics round the rear. The enemy may work an L.M.G. round to the rear and the noise of this may engender the feeling " We are surrounded. We must withdraw ".

In the last war our troops stood up to bombardment by heavy artillery many times as lethal as anything yet experienced in this war. This went on for days on end, yet platoons who had suffered over 50 per cent. casualties and who had had to dig out a large proportion of the survivors were still able to bob up and man their machine guns when the final assault came in. They never thought of abandoning a position as long as a few men were left to carry on.

What is the difference now ? That there is no difference in the standard of bravery of the individual soldier is not open to doubt. Let us examine the difference and see if we can find some methods of dealing with it.

(*d*) **The Blitzkrieg.**

This is a " Blitzkrieg " war in which the soldier moves from 100 per cent. peace to 100 per cent. war overnight. In the last war troops had time to get " seasoned ". They were taken to France, put in a quiet sector of the line, and gradually worked up to more lively sectors by easy stages. Troops now have no opportunity to get seasoned. They move direct into a Blitzkrieg, a form of war designed to attack morale as well as flesh. (Compare the " morale casualties "—stragglers, prisoners, etc.—with the physical casualties, wounded and killed.) The unseasoned soldier is suddenly plunged into terrifying circumstances.

The enemy has exploited this difference. For several years before the war he employed trained psychologists to design weapons and to assist him in methods of warfare. He realized the enormous value of the sudden shock and of noise. Examples are legion, e.g., the dive bomber, a very expensive and inaccurate lethal weapon, but a very terrifying one.*

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* *N.B.*—It is worth noting that during the siege of Tobruk between 14 April and 9 Oct. 1941, there were 62 attacks often by as many as 100 dive bombers at a time. The total casualties were—killed 2 officers and 13 O.Rs ; wounded 2 officers and 66 O.Rs.

The screaming bomb, accuracy sacrificed to noise. The enemy mortar bomb, noisier than our own, but less lethal. Encirclement tactics—exploiting the psychological effect of an attack from behind. One may laugh at all these devices, but one cannot deny their success against unseasoned troops.

In other words it is not always necessary to kill or wound a man in order to defeat him. You can beat him equally well by destroying his morale, by removing his desire to go on fighting, by making him **think** he has been beaten.

(*e*) **Methods of Dealing with the New Problem.**

There are three methods which can be used to rob this form of " terror " warfare of its effect. They are :—

(i) **Battle Discipline**—a high standard of discipline in the field, enforced by leadership by section leaders and platoon commanders, who know all about the enemy methods and have trained themselves to expect them and to deal with them. Men who are not " surprised " when they get what they expected to get all the time.

(ii) **Battle Inoculation**—by putting all officers, N.C.Os., and men through as realistic a course of training in real war, by putting them under fire from as many weapons as possible, by letting them hear at close quarters all the noises they will hear in battle.

(iii) **Maintenance of high morale.**

These methods are separately discussed below.

(i) **Battle Discipline.**

This is all a matter of section leading. Great care should be taken in the first place to make sure that the section leader is chosen because of his power of leading men, and for no other reason. He must be the sort of man whom men instinctively follow. These qualities can only be discovered by putting potential officers and N.C.Os. through a series of vigorous tests in which their qualities of leadership are given full play. The men are more likely to follow a leader who they know has been selected on merit in this way than to follow one who has been picked haphazardly. A series of such tests might be as follows :—

(A) A short period of squad drill in which the Corporal is allowed to take his own section. Squad drill gives the Corporal a chance he rarely gets—the chance to command on his own.

(B) A short period of the new battle drill (*see* after). This is merely squad drill in a new and more interesting form which gives the Corporal more scope and variety and requires a higher degree of intelligence and understanding on his part.

(C) A battle discipline period. The Corporal takes his section out for about 15 minutes and exercises himself in giving his men the sort of orders which he will have to give them on the battle-field, e.g. " Line that bank " ; " Cross this hedge after me " ; " Get that Bren into position over there " ; " Move over into that bomb crater ". During these periods the Corporal is watched to see whether he is able to pounce on any detail which goes wrong and to correct any slovenliness on the part of the men either in their field-craft, handling, concealment, or observation work.

(D) Section Commander takes his section over the obstacle and assault courses putting in a controlled bayonet assault at the end of each.

(E) The Corporal commands a section during the battle drills later set out in this book, and during realistic exercises based on them.

(F) The following are two suggested methods of testing the leadership of N.C.Os. and potential N.C.Os. They practise at the same time the work of a section in the field.

(i) **Miniature Course.**

This can be constructed in practically any field near a Unit's location. Use should be made of any natural cover or obstacles but these can be supplemented by artificial ones.

(*a*) **Cover.**—Branches cut from trees and hedges to form artificial hedges.

(*b*) **Obstacles.**

(i) Continuous five-barred gate about 20 yards long easily made from posts and old timber.

(ii) Post and wire fence about 20 yards long.

(iii) A.Tk. ditch, about 8 ft. high, made from corrugated iron and supported by iron tubing.

(iv) 50 ft. triple concertina wire fence.

(v) Gap in hedge about 30 yards long—made in artificial hedge or marked by flags in natural one.

(vi) Hawthorn hedge beyond enemy post which section must go through to re-organise.

The section " prepares for battle " and is inspected by the Section Commander. It then moves to the beginning of the course where the situation is explained :—

" Enemy—200—half-right—hedge junction—large tree in right-hand hedge—30 yards left—enemy post.

You are left claw of Platoon pincer movement—five sections there (pointed out on ground)—Platoon Commander was with you but he has been killed—2-in. Mortar Detachment is with you—Attack that post."

The Section Commander then brings his section and the 2-in. Mortar Detachment to a position of observation and gives his orders for the attack on the enemy post. It is suggested that the first two or three fire positions should be flagged and thereafter the Section Commander selects his own. The groups fire a round of blank in each fire position to indicate that movement is, or could be, covered by fire. The enemy slits should have men in them raising and lowering steel helmets (German if possible) on short sticks so that groups only fire when they actually see a target.

The section then moves round to attack the post using its normal drills for a section attack and crossing all obstacles *tactically*. The Company and/or Platoon Commander observes closely the actions of the Commanders and the section throughout. Strict attention must be paid to all the many minute details and especially to the control and leadership of the Section Commander.

Ammunition.—Five rounds blank S.A.A. per man—2 2-in. Mortar Smoke Bombs—3 Smoke Generators.

(ii) **Full Scale Course.**

This should be on similar lines to the miniature one but several different situations can be presented—one on each " leg ". Full use should be made of natural cover and features. Live ammunition should be used wherever possible to produce realistic situations, butts being constructed where necessary and camouflaged.

Suggested Situations.

(i) Locating the enemy—scout section fired on from 200–300 yards range.

(ii) Action of a Fire Section—live ammunition being used to make the Section Commander dodge his groups about and get them into better positions.

(iii) Clearing of small hut or outbuilding—section attack followed by normal house clearing drill.

(iv) Flank interference—Platoon objective indicated —section meets with interference (live ammunition) but gets on by covering its advance with Bren group or 2-in. Mortar or Generator smoke screen.

(v) Interference in the line of advance :—

(*a*) one man throwing grenade (thunderflash)—quick, decisive action by Section Commander and leading rifleman or bomber—straight in with T.M.C. or rifle butt.

(*b*) Two or three men necessitating section attack.

The above will not only bring out the leadership and control of the Section Commander but will exercise his powers of selection of lines of advance at the same time.

The N.C.O. having been chosen by such a process must be allowed to keep his hand in by frequent practice in these methods. It will be found that the quality of leadership can be developed and strengthened in training and can be discovered in people not originally thought to possess it. In particular on vigorous all day exercises when the battle drills found later in this book are put into practice it will be found possible to test N.C.Os. when under the strain of fatigue, hunger, noise and exhaustion. It is at times such as these that the man shows his real worth.

(ii) **Maintenance of Battle Discipline.**

Discipline during battle is the ultimate end of any form of disciplinary training, and must itself be practised rigidly and constantly if a "military conscience" is to be generated within the man. As with all forms of discipline, it must first be explained by the Platoon Commander, who should point out to his men that battle discipline is essential to the teamwork which wins battles, and is a vital form of training which may save many lives. After this explanation, carelessness during training must be eradicated.

It is suggested that units should adopt an attitude in which the maintenance of field discipline is of paramount importance. Crimes (due to disobedience or inattention on parade), such as failing to observe to the correct flank, bad field-craft, exposure on a skyline, failure to set sights at the correct range, hesitating when crossing an obstacle, must be ruthlessly corrected.

(iii) **Battle Inoculation.***

This is the process of making men accustomed to the noises and shocks of war by reproducing all these things as realistically as possible. The following are a few suggestions :—

(A) The enemy should always include a few marksmen who can be trusted. Their task is to snipe, always making sure that they miss their opponents by a safe margin. If the places where this form of shooting is done are carefully chosen (e.g. where there is a high bank to act as a safe stop-butt, this can be carried out with safety).

(B) Firing practices in which the troops are allowed to use ball ammunition, live mortar bombs and in which plenty of smoke is used.

(C) Later these exercises lead up to company and battalion exercises in which all the supporting weapons, e.g. carriers, 3-inch mortars, 25-pounders, all fire, smoke, and H.E. All this can be done if a suitable battle practice area is found by each battalion and used by platoons and companies in rotation.

(D) Men should be grouped as a section on a bank and concealed marksmen should fire rounds all round and over them, just missing them. Whilst this is going on they should be required to observe and to try to discover where the fire is coming from. At a later date they should be required to crawl behind a bank about 2 feet high, over which an L.M.G. is being fired.

(E) On all exercises thunder-flashes should be used as liberally as possible to represent enemy mortar fire. Buried charges of ammonal fired electrically can also be used on bigger schemes to represent enemy artillery fire. When released these throw up a column of soil high into the air, and as they come as a complete surprise whilst the noise of live ammunition fills the air they have a most realistic effect.

(F) Dig weapon pits, and let every man in the platoon be put in them and over-run by tanks. He will regard this experience with considerable misgiving in the first place, and will feel an almost irresistible inclination to get out of the trench and run off elsewhere. As soon as he finds out that the tank cannot possibly harm him—in other words, that this form of weapon pit is tank proof, he will gain a great deal of confidence and on the third or fourth run will be able to bob up as soon as the tank has gone by and throw a grenade or aim his rifle at the following infantry.

(G) **Aircraft.**—It should be possible now to arrange for sufficient aircraft to make realistic dive-bombing and machine-gun attacks. Troops must learn to treat

* For Safety Rules for Battle Inoculation and Field Firing *see* Appendix B.

aircraft as an everyday occurrence, in other words they must be "debunked". This can only be done by realistic attacks and by getting used to the noise.

(H) Generally the final attitude of the troops should be that they are bored and "fed up" when they see tanks and aircraft and take no notice at all of noises or of live ammunition passing close to them. On no account try to frighten the men; that would entirely defeat the whole object of battle inoculation.

(iv) **Maintenance of High Morale.**

Rigid discipline may be enough for a defensive war, but for an offensive war there must also be high morale. The two do not necessarily go together; the Boers had bad discipline but high morale; in a convict prison there is rigid discipline but poor morale. In 1914–18 troops moved strictly to time in co-ordination with artillery barrages and the covering fire of machine guns, and the conception of discipline, as absolute obedience, was essential. In this war units may be surrounded or may have deliberately penetrated deeply behind the enemy's main positions, fighting in isolation, unsupervised by a higher commander. They may have accomplished their immediate task and be in a position where there is no chance of praise or punishment or supervision. The ability now to take the decision to carry on fighting and use their initiative will depend not so much on obedience, uniformity and subordination as on morale, and the enthusiasm, initiative and aggressiveness which springs from it. False discipline, the kind which is not founded on high fighting morale, may lead to a dangerous sense of complacency. True discipline is the harnessing of enthusiasm.

For this war, more than ever, we need this enthusiasm, this determination to destroy the enemy, this high fighting morale which makes discipline a source of pride, and initiative a matter of course, so that each man will act intelligently and bravely without waiting to be told what to do when a new and surprising situation arises. We need fighting morale. To generate high morale each man must be aware of his own genuine skill and power as a fighting unit, and feel his own importance to his comrades and his nation; he must know of the efficiency and high morale of his comrades, and be infected by the energy, vitality and enthusiasm of his officer.

Each man must understand fully the cause for which we fight and know and approve of the determination of his leader to fight to the death. The leader of any group must understand the difference between morale and discipline, and aim at both. He must set himself the deliberate task of inspiring his men and adding to their skill the determination that wins battles.

SECTION 16—THE ORGANISATION AND EQUIPMENT OF THE PLATOON

1. Normal.

A complete section, fully equipped, should be drawn up. In addition to the items carried on the men, all the stores on the platoon truck for a section (L.M.G. tripod, tools, grenades, etc.), should be laid out for inspection. It is suggested that the men should be equipped normally in fighting order less groundsheet. The gas cape should be carried folded inside the haversack which is on the back (the groundsheet should be on the truck). The bayonet to be fixed to the side of the haversack or carried under the left arm. (Both these methods will avoid soreness when running.) The man should be allowed in battle to adopt the method which suits him best. The respirator should be slung or fastened by the pack straps to the haversack. From this latter position the respirator can be pulled right over the head into the alert position in 10 seconds. (*N.B.*—Respirators may be in unit transport under certain conditions.)

It is suggested that the platoon organisation should be as follows :—

(*a*) **Platoon H.Q.**

Platoon Commander	Binoculars, map, compass, revolver, verey pistol, whistle, 12 verey cartridges.
Platoon Serjeant	Whistle, map, rifle, bayonet, 3 L.M.G. mags, 1 "68" grenade, 2 mortar flares.
Runner	Rifle, bayonet, 2 grenades, 1 "68" grenade.
Batman	Rifle, bayonet, 2 sm. gens., 1 2-inch mortar bomb carrier (6 rds. sm.).
No. 1 A/Tank ..	Bayonet, A/tank rifle, 2 A/tank mags.
No. 2 A/Tank ..	Rifle, bayonet, discharger cup (on rifle), 2 "68" grenades.
No. 1 Mortar	Bayonet, 2-inch mortar, 2 sm. and 2 H.E. bombs (in basic pouches).
No. 2 Mortar	Rifle, bayonet, 4 sm. bombs (in basic pouches) 1 2-inch mortar bomb carrier (6 rds. sm.).

(*b*) **Each Section.**

Commander	Bayonet, T.S.M.G., 6 T.S.M.G. mags, 2 L.M.G. mags., wirecutters, matchet
No. 1 Bren	Bayonet, L.M.G., 4 L.M.G. mags.
No. 2 Bren	Rifle, bayonet, spare parts wallet, 4 L.M.G. mags.
2 i/c	Rifle, bayonet, 2 L.M.G. mags., 2 sm. gens.
No. 1 Rifleman ..	Rifle, bayonet, 4 L.M.G. mags.

No. 1 Bomber..	..	Rifle, bayonet, 2 grens., 2 sm. gens., 1 L.M.G. mag.
No. 2 Rifleman	..	Rifle, bayonet, 4 L.M.G. mags.
No. 2 Bomber..	..	Rifle, bayonet, 2 grens., 3 L.M.G. mags.

2. **Light Battle Order.**

(*a*) **General.**

The equipment carried by officers and men must be varied by commanders to suit the conditions of each particular operation. Whatever equipment is ordered to be carried commanders must always have in mind the vital necessity of sending their men into action equipped as lightly as possible.

(*b*) **Light Battle Order.**

The following drill is suggested for changing from normal or " Full Battle Order " to " Light Battle Order ". At the stage in Battle Procedure where the company commander issues a warning order to the company to prepare for action, he includes the words " Light battle order ".

The drill then is :—

All ranks take off haversacks. Home made " stretchers " (made from palliasses and broom handles, or other suitable lengths of wood) are allotted, one to each platoon, and carried on the " weapon truck " (the only 15-cwt. truck per company normally allowed in the forward area). The haversacks are stacked neatly on to the stretchers, each of which will take a complete platoon's haversacks.

The weapons and ammunition are then off loaded from the weapon truck and the stretchers are then placed on the truck.

(*c*) **Dress.**

The following method of wearing the equipment is recommended :—

(i) Water bottle slung on right side from braces.

(ii) Braces to be worn.

(iii) Bayonet slung by the frog from the left brace at the point of the shoulder, the tip of the scabbard being fastened to the belt with cord, etc.

(iv) Respirator slung.

(*d*) **Essentials.**

In this way a man carries all he **needs** when going into action, e.g. an advance or an attack. He carries briefly the following :—ammunition, water bottle, bayonet, entrenching tool, and respirator. Normally nothing else is essential, and the contents of the haversack are not immediate necessities. The haversack ration can be carried in a pocket or pouch, or in the ration bag fastened to the back of the belt ; it is of little importance where.

(*e*) **Reorganisation.**

When the action is over, or there is a lull, the haversacks can be sent up on the orders of the Company Commander, either on the weapon truck or by carrying them up on the stretchers to forward platoons.

Haversacks should be clearly marked on the back with the man's name, and with a platoon tally, each platoon's tally having a different shape ; the stretchers should also be marked with the number of the platoon.

Ammunition will have to be sent up to forward platoons, either by M.T. or carrying parties according to the situation. Food will also have to be sent up eventually, so if it is possible to send up food and ammunition, then it is equally possible to send up haversacks.

(*f*) **Effects.**

The results of this drill are that the soldier can go considerably faster and further, with the same output of energy—or he can go just as fast and as far, with less output of energy, than if he is wearing a haversack. If our enemies lighten the loads they have to carry, we cannot afford to deny ourselves similar advantages.

The above drill can be brought into practice at the discretion of the C.O. It should not be used rigidly in every type of operation, but should be suited to the situation.

SECTION 17—" PIGEONHOLING."

Remind the soldier and the N.C.O. frequently that training is progressive. The tendency to discard fieldcraft, camouflage, tactical siting of weapons, and all the other hard learned lessons of individual training as soon as larger exercises are practised, must be recognised and resisted. Short " refresher " courses to deal with any particular weakness noted in the field will be beneficial.

SECTION 18—CARE OF ARMS

The sections are now about to learn their battle drills. They will now have many things to think about at the same time, many lessons to put into practice simultaneously One of the first weaknesses which will appear is a tendency to forget that weapons which are neglected and treated carelessly will probably let them down at a critical moment on the battlefield.

Look out for this tendency and correct it from the very beginning. Rifles, for instance, must be cleaned just as carefully during exercises and on the real battle-field as in the barrack-room or billets.

CHAPTER II.

SECTION AND PLATOON BATTLE DRILLS FOR THE ATTACK

SECTION 19—SPEED

1. In the past we have been used to much slower moving operations than have been the rule in this war. In consequence, our training has been based on detailed and methodically prepared plans depending largely for success on heavy and accurate covering fire of all descriptions.

To-day, against exceedingly quick and bold opponents who rely for success on surprise in the form of rapid infiltration, we shall find ourselves at a grave disadvantage if we cannot be as fit, as quick, as bold and as enterprising as they are.

The modern German army has never yet met an opponent who can **play them at their own game**—and we may be sure that if we do develop the technique of speed in offensive operations they in turn will be surprised and will fall an easier prey than we imagine.

Let us therefore keep before our eyes in all things this guiding principle of—SPEED. Speed in making up our minds, speed in preparing our plans, speed in delivering our orders, speed in reconnaissance, and finally, speed in execution.

Here are some methods by which we can realise these aims :—

(*a*) **Anticipation.**

A highly developed sense of anticipation is characteristic of all great games players. They start to take action before the necessity arises. As a result, they are always in the right place at the right time. All leaders must strive after this ideal, and it is one which can only be achieved by plenty of practice. It is not enough to start making a plan when a new situation **has** arisen. Plans to meet every possible development must be thought out beforehand, carefully practised and preparations made to put them into effect. Instant **ACTION** can thus be taken and priceless hours, and not less priceless minutes, gained. Napoleon said " I may have lost battles, I never lost a minute ". How do **you** stand this test on your field training ?

(*b*) **Speed in reconnaissance.**

This has already been fully dealt with above (Section 12, para. 5).

(*c*) **Plans must be simple.**

It is here that the battle drill will help you. The word " drill " is perhaps an unfortunate one as to some minds it connotes something archaic and rigid, and incapable of any elasticity. As will be seen, when the drills set out in this book have been mastered, that is not the case with battle

drills. They are flexible and can be adapted by the individual to suit his purpose. The word drill has been used in the sense "something which must be learned thoroughly down to the smallest detail by constant practice on the ground."

(*d*) **Verbal orders must be cut down to absolute essentials.**

Long and complicated orders are cumbersome and waste a great deal of time. Orders are only a means to an end. The main essential is that orders should be clear and simple. One means of reducing the length of orders is to decentralise whenever possible. It will be found that the use of Battle Drill phraseology enormously reduces the length of orders since Battle Drill expressions such as "Fire Platoon", "Flank Protection Platoon", etc., imply a great deal which is understood and which, therefore, need not be explained—providing the Commander's intention has been made clear. The recipients of orders should always be made to repeat back the superior Commander's intention.

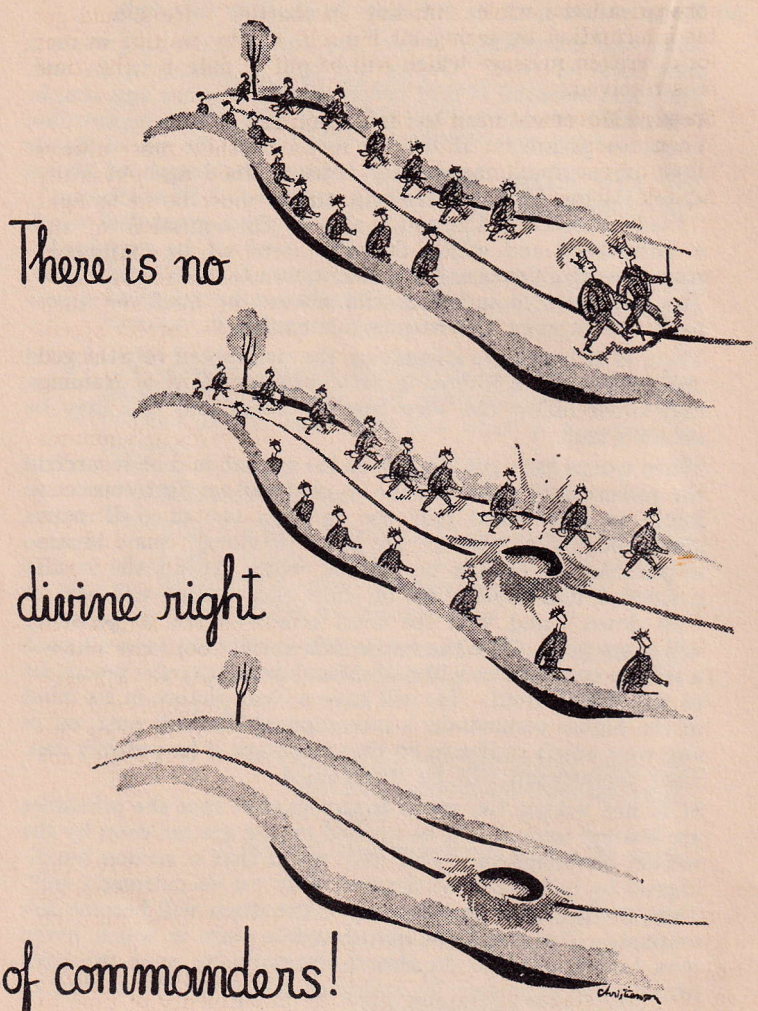
There is of course no gainsaying the undoubted value of good clear orders. But it must be fully realised that poor execution may often follow the very best of orders and this may be no one's fault.

When troops have got moving on the ground in mobile warfare the picture may soon become so confused and the respective forces so interlocked that the carrying out of good orders given only a quarter of an hour previously may become impossible. A section or platoon which finds itself in this position, if untrained to act on short clear orders, will tend to "sit down" and wait for fresh orders—which it probably will never get. Once the battle drill system has been adopted a section commander will understand and apply the principles of the drill himself. He will have a clear picture in his mind of the higher commander's intention and he will push on in any way which conforms to that intention if he possibly can. Thus momentum will be maintained.

It is not asking too much to expect that once the principles are learned they should be applied on the ground even by the section commanders. This may mean that a section handicapped by bad orders at the start may yet do extremely well. Thus the influence of orders upon execution will become less marked. The end to be aimed at is a team in which every man knows what to do almost instinctively, once the commander has expressed his intention and given the outline of how he proposes to achieve it.

Thus, in the attack "the least sign of weakening on the part of the defence will be taken advantage of, the sections seizing every opportunity to press forward **without awaiting orders from the rear".**

(*e*) **Commanders must always be well forward** with their subordinate commanders close by, so that they can deal at


There is no
divine right
of commanders!

once with any situation which arises. This is known as the "O" group system. A few minutes delay may be vital at any stage of a battle, and any idea which can be evolved to save time must be exploited to the full.

The higher commander, right up the ladder must be one step forward all the while "reading the battle." He should get his information by seeing for himself, not by waiting in rear for a written message which will be out of date by the time it is received.

(*f*) **Speed of Movement must be the Maximum.**

When troops are on the move in battle they must always move at the maximum speed of which they are physically capable, allowing for the fact that they must be fit to fight when they reach their destination. The question of the speed of movement is therefore a matter which vitally concerns every commander, since he is responsible for laying it down. Only a commander who knows his men and their physical capabilities intimately can gauge the correct speed. It must be appreciated that the speed which can be achieved by any particular unit depends on the standard of training and physical fitness achieved.

The idea that infantry can only advance 100 yards in 3 minutes and can only march at 2½ miles in the hour should be regarded as the minimum. For short distances really fit troops can do much more. Best results will usually be obtained if troops are made to move at top speed when taking risks and are given short rests when not in danger. If fit they will recuperate in a few seconds.

Under existing mobile conditions surprise in the attack will often largely depend on the speed at which troops can move.

To sum up—speed, sensibly used, will gain surprise, will save lives by always presenting difficult moving targets, and will save ammunition by curtailing the quantity of covering fire required. But beware of misuse—it is speed you want, not haste.

SECTION 20—APPRECIATIONS.

1. Unless great care is taken the urge for speed may drive the young officer or N.C.O. so far that he will plunge rashly into action without making any proper appreciation. This weakness must be anticipated and carefully corrected at the outset.

Insist that before every exercise a proper appreciation is made, and in the early stages of training give the pupil plenty of time to make it. As the drills are learnt emphasize that with experience, every officer and N.C.O. should be able to "weigh up" the factors in a few seconds, and to arrive at a correct appreciation almost by instinct As experience grows therefore the time allowed for appreciations should be gradually cut down, but it should at once be increased again if there is evidence that real skill has not been acquired.

2. In making rapid appreciations for section or platoon attacks the following mnemonic system has been found to get good results :—

The keyword is " G.B.S." (George Bernard Shaw)—

" G " stands for **Ground**	The all important factor which must be weighed up first—select the best line of advance.
" B " stands for **Bullets**	The next most important factor. From where can you get the best covering fire ? And remember that the place to choose is the place that helps you most to get down the particular approach you have selected.
" S " stands for **Speed**	How fast can your men go in order to arrive at their assault positions fit to fight ?

Remember that G.B.S. is one man—not three men—the ground must help the bullets, the bullets must help the ground, and the speed must help both.

Remember that when forced to cross open ground you must have covering fire. " If not cover from fire, then cover by fire."

SECTION 21—METHOD OF TEACHING BATTLE DRILLS

1. The method of teaching the following drills should be :—

(*a*) A very short lecture outlining the drill and giving any special points to note.

(*b*) Demonstration of drill.

(*c*) Practise as a drill.

(*d*) Practise non-tactically, i.e., the drills as patterns divorced from all complications of ground, i.e., on an open field but paying attention to details—setting sights, giving fire orders, crawling, etc.

(*e*) A tactical demonstration (*see* above).

(*f*) Application to easy tactical situations in the field where the ground fits the drill.

(*g*) Application to handle tactical situations where the ground does not fit the ideal drill.

(*h*) The platoon carry out an exercise requiring plenty of energy in which they are given opportunities for putting the drill they have learned into practice. The day should be run as a series of " legs ", i.e., a series of disconnected situations following rapidly one upon the other with a fair run in between. After each " leg ", commanders and " numbers " should be changed over in order to give every man an opportunity of practising different jobs. This method will give every man a clear picture of what everyone else in the platoon is doing. The intervals between " legs " should be used for discussion, when all good and bad points are examined.

SECTION 22—DRILL FOR MOVEMENT BEFORE CONTACT.

1. When moving along a road or track, companies which might be attacked will adopt the anti-aircraft formation. This is shown in Figure 1.

DIAGRAM—FORMATION FOR LEADING PLATOON MOVING ALONG A ROAD BEFORE CONTACT.

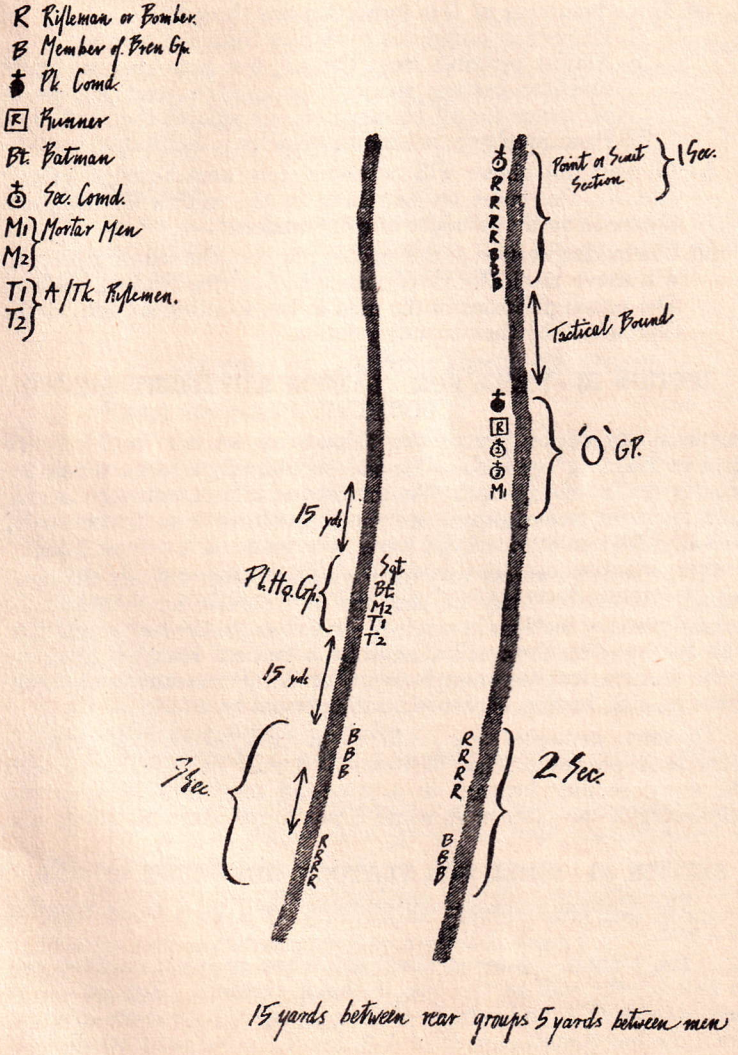


FIG. 1

2. The following points should be particularly noted about the formation shown in Figure 1 :—

(*a*) Sections are in echelon on opposite sides of the road with 15 yards between sections and 2 yards between men, except in the point section when the distance is 5 yards. Rear companies may have to move at closer intervals if the length of road which can be allowed is restricted. But wherever possible the full intervals should be allowed owing to possibility of air attack.

(*b*) The advantages of this formation are three-fold :—

(i) Dispersion minimises casualties from the ground.

(ii) Almost invisible from the air, but note that in bright sunshine casting shadows across the road it will be necessary for all to move on one side of the road only.

(iii) Passage of our own motor vehicles is facilitated.

(*c*) (ii) and (iii) above will be completely neutralised if officers and N.C.Os. insist on marching in the middle of the road. (There is no divine right of commanders.)

(*d*) The leading section of the leading platoon (the scouting section) will move tactically in bounds ahead of the leading platoon. The actual positions of the men in the scouting section will be determined by their scouting duties.

SECTION 23—DRILL FOR PLATOON MOVEMENT ACROSS COUNTRY.

Sections can adopt any of the formations set out in " Infantry Section Leading " (Section 47), and should adopt those which are most suited to the ground. As infiltration tactics rest very largely on attempting to find gaps unseen and exploiting them it will usually be found that an advance will have to be made on a narrow front.

When moving across very open country before contact the most suitable formation may be sections in irregular arrow-head. In normal country sections in single file will often be the best formation. The two rear sections will always be a tactical bound behind the scout section, leaving enough room for them to manœuvre freely if the leading section is pinned to the ground by fire.

In some instances (e.g., where the task to be performed is reconnaissance rather than infiltration) it may be desirable to send the scout section forward in arrow-head only and to keep the remainder of the platoon in some closer formation, e.g., single file.

SECTION 24—DRILL FOR PLATOON MOVEMENT BY BUS.

1. The platoon embusses by sections, each man being detailed to a seat.

2. The platoon commander will detail two men with a Bren gun to ride on the roof of the bus, if this is possible. This gives the best possible O.P. and permits of the opening of immediate covering fire if the bus is ambushed or of A.A. fire if the bus is attacked from the air.

3. The three T.M.Gs. of the platoon should be manned and sighted through the windows for all-round offence. (Bren guns are unsuitable for this purpose as the protruding barrels are dangerous to oncoming traffic.)

4. All troops de-bus instantly if attacked, covered by the fire of the T.M.Gs. and the roof Bren gun.

5. Platoon commanders must arrange a careful system of reliefs detailing certain men always to be **on duty** in the bus.

The above drills are simple, but important. Men must not be allowed to think of a bus ride as a peace-time charabanc jaunt. If all discipline is allowed to fall to pieces as soon as a platoon gets into a bus, if men are allowed to do as they like and to sleep continuously, there may be a very rude awakening. Commanders normally insist upon the maintenance of strict discipline by their platoons when on the line of march. There must be the same discipline, and even more alertness, when embussed, because the platoon is more vulnerable in a bus than on its feet. When embussed always be prepared for ambush—anywhere and at any time. Some men can be allowed to sleep provided the Bren guns and T.M.Gs. are always manned and look-outs posted. This requires a careful roster.

SECTION 25—DRILL FOR SECTION IN THE ATTACK BY METHODS OF INFILTRATION

Note.—It is not often that the section alone will find itself up against a force which it can overcome alone. But as will be seen later, the movement of the section is also the basis of all higher infiltration movements, and it must therefore be thoroughly understood and learned.

1. **Principles.**

(*a*) Modern attacks are usually directed down a good road or track as the "axis of advance." This is because modern offensives depend very largely on wheeled transport. Enemy weapons will therefore usually be well sited to cover all roads and tracks as primary tasks. Therefore, your best chance of survival and success lies in avoiding frontal attacks and avoiding roads when the attack starts.

(*b*) No advance is possible in modern war unless the enemy's heads are kept down by weight of metal—COVERING FIRE is essential to any advance. You must gain fire superiority so that the actual assault can be looked upon more as a final mopping-up operation than an end in itself. You MUST win the fire fight.

(*c*) Every section is designed to provide its own covering fire within itself. It can, if necessary, rely on itself to get it forward. This is the primary task of the Bren gun in the attack—to get the rifleman on.

(*d*) The object of the attack is not only to capture ground (usually high ground), but also to exterminate all enemy holding that ground. The latter part of this object cannot be attained if the enemy is allowed to retreat alive to fight again from the next position. The enemy may not, of course, retreat, but in case he does, you must be prepared to kill him as he goes.

(*e*) Therefore either the Bren gun (cut-off gun) should work round as far in rear of the enemy as possible (best method) or alternatively the assault should come in from the rear. These methods have three advantages :—

(i) they will ensure extermination.
(ii) they prevent reinforcement.
(iii) there is immense psychological value in opening up fire from the rear or from a flank. The enemy is likely to think he is surrounded and may even retire or surrender, especially if the fire comes from an automatic weapon. Bold use of the Bren gun is therefore to be encouraged.

2. Drills for the Attack.

Applying the above principles the following are the drills :—

(*a*) The section must go into battle organised, every soldier knowing his own job. The organisation of the section is :—

The Bren Group.
No. 1 and No. 2 on the gun commanded by the 2 i/c. If casualties sustained, can be reduced to two, but only in the gravest emergency below this number.

The Rifle Group.
The remainder led by the section commander, divided into bombers, who carry No. 36 grenades and smoke canisters or No. 77 grenades, and riflemen. This group will deliver the assault (see below) but, owing to its small numbers, must be reinforced by riflemen from other sections if possible. The section moving forward organised as above comes under **effective** fire from the enemy and then :

(*b*) Every man carries out such anticipatory orders as he has received from the section commander. If none are received and if he comes under effective fire, he drops flat instantly as if shot and (unless ordered to do otherwise by the section commander) he crawls forward or sideways to a fire position. All riflemen observe as quickly as possible and return fire independently (if within effective range) until they receive the order " Stop " from the section commander.

Slogan : Down—Crawl—Observe—FIRE.

Notes.

(i) This drill is designed to ensure logical and orderly action and the proper but rapid dispersal of the section when first fired on. It ensures control by the section commander at a vital period. If the section commander is

a man of experience he will have given an anticipatory order telling the section exactly what to do if they are caught in the open, e.g., " If we are fired on crossing this open ground here, every man will double over into the dead ground behind that bank." If less experienced, when the first shots ring out he will have his wits about him sufficiently to remember his mistake, and he will give out such an order instantly getting the men away from the fire. Should the section commander, however, lose his head he may take some little time to make up his mind as to his next move, and during this period, if the section disperses widely he will lose, and will be unable to regain, control. The above drill keeps the section together as a section and makes every man do something **offensive.**

(ii) Practise every N.C.O. frequently in giving anticipatory orders and in giving " split second " orders to the section to move to cover if caught by fire unawares. **Make sure that the men understand that they go to ground ONLY if no orders have been received to the contrary and train them to expect to receive orders.**

(iii) **Always stress that the section will only go to cover if effective fire is brought to bear ON THEM. They must never go to cover just because they hear the noise of fire directed at someone else.**

(*c*) Section Commander thinks and assumes control. He asserts his authority, ordering the section to make for suitable cover, e.g., " Line that bank ", or " Follow me ".
The section commander must get his section moving again as soon as he has either found a covered line of approach or has arranged for the section to continue the advance by fire and movement. Keep moving forward as long as you can.

(*d*) If it is necessary to advance by fire and movement, the section commander dodges with his Bren gun, i.e., from the cover he has reached he indicates to the Bren group a suitable fire position for the Bren gun (if possible a surprise position).

(*e*) Section Commander orders rifle group " right or left flanking ."

(*f*) The rifle group covered by the Bren group who are now in a fire position, move round behind the Bren group making their first bound led by the section commander, and the two groups move on in bounds until the rifle group (augmented as much as possible) has reached its assault position, and the Bren group has reached its cut-off position. Figure 2 illustrates these movements.

(*g*) The assault goes in.

3. **Points to Note.**

(*a*) One group must always be either firing or down in a position from which fire can be instantly opened. Always have one foot on the ground.

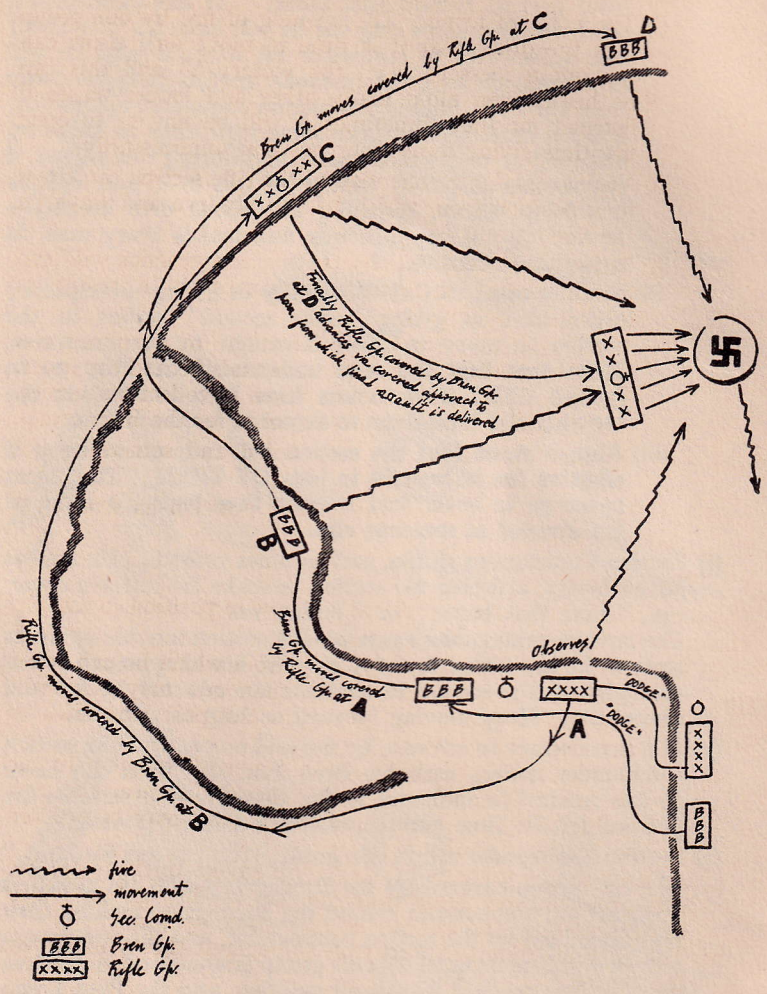


FIG. 2

(*b*) The ideal angle between the Bren group and the rifle group at the assault is 90 degrees. This enables the gun to give covering fire up to the last possible moment. It is of course an ideal which will not always be attained.

(*c*) Cut-off gun must be in position. This may not always be able to fire into the enemy post but it will be able to destroy any enemy who try to escape.

(*d*) Each group must keep within voice control of the Group Commander, but it will often be well out of voice range of the other group in the section. When this occurs inter-communication between the groups can be secured by :—

(i) The noise of firing. The opening of fire by one group tells the other that it is time to move on. Guns can tap out a message (e.g., the victory V) and this can be heard even amid many other and louder noises if listened for (but sometimes it will be unwise to open fire thus giving away your position unnecessarily).

(ii) Visual signal, e.g., one man of the rifle section can crawl to a position from which he can observe and wave on the Bren group.

(iii) Team work. Careful observation and practice will lead to an almost instinctive movement as a result of intelligent anticipation.

(iv) Voice control. Section commander or a runner can speak to the 2 i/c as one group bounds behind the other. This opportunity can also be taken to collect magazines, if additional ammunition is required for the Bren group.

(v) Runner only if all else has failed and something has definitely gone wrong.

(*e*) Let the Bren group know the assault position as soon as it has been selected.

4. **The Assault.**

The section infiltrates successfully and is now in position to assault. The drills for this are :—

(*a*) Rifleman crawls into a fire position from which he can cover the approach of a bomber (more than one may be used). The rifleman will kill any enemy in the post who tries to interfere with the bomber.

(*b*) The bomber crawls forward to within grenade range or (if the wind is favourable) rolls a smoke generator as near the post as possible (either or both these alternatives may be ordered by the Section Commander).

(*c*) As soon as the grenade bursts or the smoke thickens up, the rifle group assault firing from the hip as they go in, joined by the rifleman and bomber as they come up level.

(*d*) The Section Commander controls the assault throughout from the centre.

(*e*) Enemy killed and post captured. The group wheels and assumes its original line of advance.

(*f*) Rifle group **without halting** reorganises at least 50 yards beyond the enemy post.

(*g*) Section Commander calls up the Bren group to join in the reorganisation.

(*h*) Section Commander checks section casualties and ammunition, redistributing this if necessary.

(*i*) The advance continues.

5. **Points to Note.**

(*a*) The movement forward of the rifleman and bomber is a continuous movement synchronised with the movement forward of the remainder of the section into their assault positions. The rifleman and bomber have received their orders beforehand and they must time themselves to move faster than the remainder of the section. Every effort must be made to avoid keeping the section waiting about when in position to assault.

(*b*) The No. 77 Smoke Grenade or the Smoke Generator will be very useful in the assault. They can be thrown or rolled a long way if downhill. The generator gives a screen sufficient to mask a section **if there is a following wind.** If there is no following wind the smoke generator will be a death trap in the assault. The smoke will blow back and the assaulting group will be silhouetted against it.
In this case a possible use of the generator or grenade is as a signal to the 2-inch mortar, calling for smoke. The generator should be taken by the Bren group and dropped by them when they see the assault group to be in a suitable position. On seeing the smoke from this generator the 2-inch mortar will immediately put smoke down on top of the enemy post.

(*c*) As a matter of battle discipline the section must not be allowed to linger in the area of the post as this is likely to attract enemy mortar fire. Smoking, resting and slackness must be stopped. Immediate attention must be paid to digging in with the entrenching tool and to camouflage if it is the intention to remain on the captured ground for any length of time.
The following diagram illustrates this drill.

SECTION 26—BATTLE DRILL FOR SECTION IN THE ATTACK.

The following drill has been evolved. It is a useful method of inculcating battle discipline, of teaching the rudiments of battle drill, and of giving the Section Commander an opportunity to exercise his powers of command in an interesting way when in barracks or billets.

DRILL FOR SECTION ATTACK.

Notes.

(1) This drill is the modern equivalent of close order drill which 150 years ago was the way the soldier fought. Every movement represents an action on the modern battlefield. It will be done at the double

(2) Rifles will be trailed until section comes under fire, when they will be canted in the left hand.

(3) On the command "HALT" on all occasions the action is to halt, order arms and stand at ease.

(4) "FIRE" is represented by standing at attention with the rifle at the order. "CEASE FIRE" by standing properly at ease again.

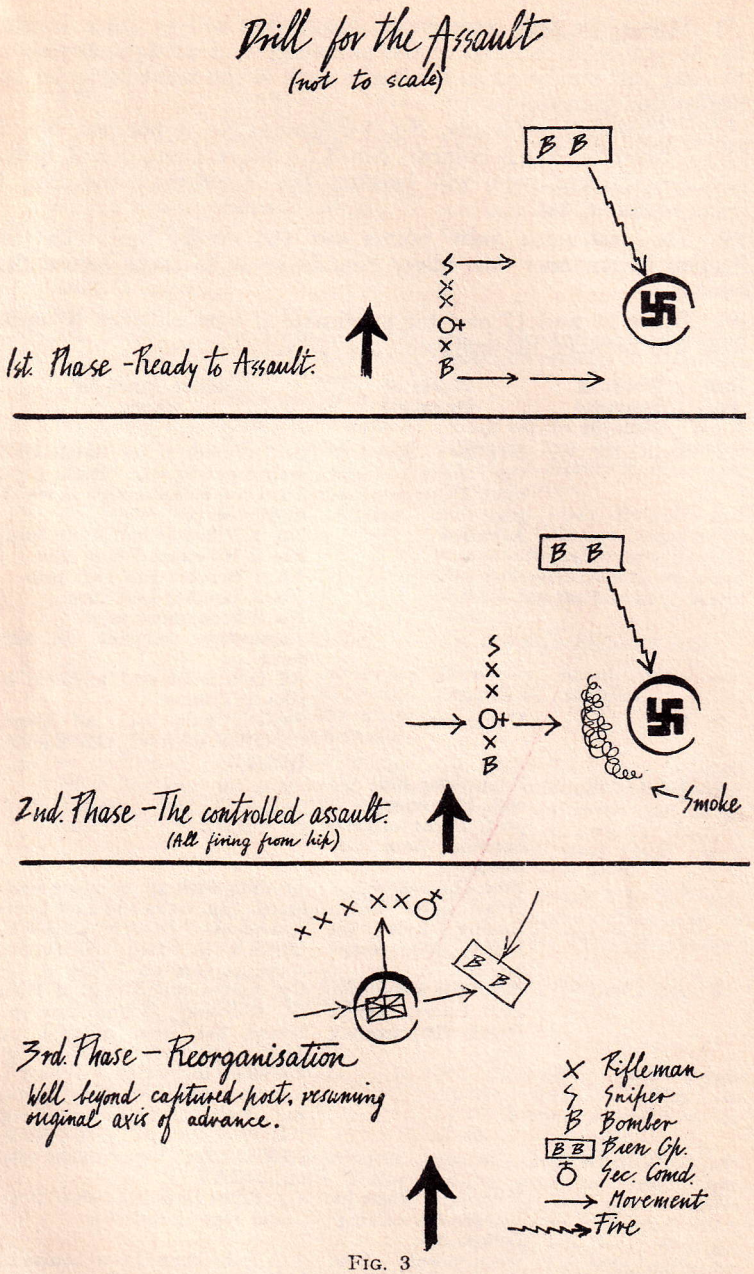


FIG. 3

(5) "ENEMY" is represented by a flag in the middle of the parade ground.

(6) Distance between men throughout will be five yards. They will fall in at five-yard intervals.

(7) Before the drill commences, the section will be fallen in line in the centre of one end of the parade ground at right angles to the flag and numbered as for Battle Drill in the following order by the Section Commander :—

Section Commander, No. 1 rifleman, No. 1 bomber, No. 2 rifleman, No. 2 bomber, No. 2 i/c No. 1 Bren, No. 2 Bren. Additional men will become No. 3 rifleman and No. 3 bomber, etc.

(8) The instructor then points out the enemy and tells the Section Commander how many bounds he is to make before the assault.

(9) Drills 11 and 17 are not applicable if new bayonet is used. This will be fixed throughout.

Drill No.	Words of Command given by	Words of Command	Action taken by whom
1	Sec. Comd. ..	Number. Move to the Right. Right turn. Observe—Prepare to move—Advance.	Sec. number as for Battle Drill from front to rear. Right turn. Turn and face direction in which they observe. No. 1 Rifleman half Right turn. No. 2 Rifleman Right turn. No. 1 Bomber half Left turn. No. 2 Bomber Left turn. No. 2 Bren about turn. Remainder continue to face front. All face front and advance in step at double.
2	Instr. ..	Under fire.	Section halt and all shout " DOWN, CRAWL, OBSERVE, FIRE ".
3	Sec. Comd.	Enemy flag 400. We will kill enemy in post. Right (or Left) flanking Bren Gp. there.	
4	2 i/c	Bren Gp. follow me Bren Gp. halt. Enemy Left (or Right), 400 ; covering fire.	Doubles with gp. to place indicated. Gp. halts and Left turns and shouts " DOWN, CRAWL, OBSERVE, FIRE." Rifle Gp. stand at ease on " Fire ".
5	Sec. Comd. ..	Rifle Gp. follow me. Halt. Enemy Left (or Right). 200, covering fire.	Gp. moves round rear of Bren Gp. to bound. If more than one bound has been ordered by Instr. this will be short of 3 o'clock to post as 3 o'clock is assault position in Right flanking. Halt. Left turn and shout " DOWN, CRAWL, OBSERVE, FIRE." Bren Gp. stand at ease on " FIRE ".
6	2 i/c	Bren Gp. Right (or Left) flanking Follow me.	Gp. Right turn and follow 2 i/c round rear of Rifle Gp
7	Sec. Comd. (as Bren Gp. pass behind him).	We assault from here. Bren Gp. there (points to 12 o'clock to post) *or* if another bound is to be made, " Bren Gp. next bound there ".	2 i/c leads Bren Gp. to bound as indicated.

Drill No.	Words of Command given by.	Words of Command.	Action taken by whom.
8	2 i/c	Bren Gp. halt. Enemy Left (or Right). 200, covering fire.	Halt. Left turn and shout " DOWN, CRAWL, OBSERVE, FIRE ". Rifle Gp. stand at ease on " FIRE ".
9	Sec. Comd. (if in his assault position moves to centre of sec.), otherwise Drills 5 and 6 are repeated.	No. 1 Rifleman (or 2) forward. Halt.	No. 1 Rifleman moves forward and halts and remains at attention.
10	Sec. Comd. ..	No. 1 Bomber (or 2) forward (and then when forward of Rifleman), Halt.	No. 1 Bomber moves forward, halts and remains at attention.
11	Sec. Comd. ..	Rifle Gp., attention. Fix bayonets.	Whole Gp. fix bayonets. No. 1 Rifleman and No. 1 Bomber remain at attention, remainder stand at ease.
12	Sec. Comd. ..	On guard. Charge.	Rifle Gp., less Bomber and Rifleman, come on guard. Gp. moves forward in line, Bomber and Rifleman coming on guard and joining the line as it passes them.
13	Sec. Comd. ..	Bullets—Bullets.	Gp. fire from hip each time.
14	2 i/c	Bren Gp. stop (as soon as Rifle Gp. come into line of fire) cover consolidation.	Bren Gp. about turns and remains at attention.
15	Sec. Comd. (when line has passed over flag).	Consolidate. Follow me (when past Bren Gp.), Left (or Right) turn.	Gp. follow Sec. Comd. in single file and half Right (or Left) wheel to form half arrowhead facing axis. Man on opposite flank to Sec. Comd. faces flank. No. 1 Rifleman faces about.
16	2 i/c	Bren Gp. consolidate. Halt.	Bren Gp. follow 2 i/c in single file to complete arrowhead on Sec. Comd. No. 2 Bren faces flank.
17	Sec. Comd. (without waiting for Bren Gp.).	Rifle Gp., attention. unfix bayonets.	Rifle Gp., unfix.
18	Sec. Comd. (when Bren Gp. arrive).	Renumber	Sec. renumber. Sec. Comd. reports " amn. casualties " to Instr., facing towards Instr. to do so.
19	Sec. Comd. ..	Adv. will continue on original axis. Follow me.	Sec. advances, shaking out into original order and Instr. halts them for criticism. Before repeating the drill the Instr. should fall out No. 1 Bren for instance. The man fallen out moves to rear and the section move up and renumber immediately.

SECTION 27—

1. **Drills for the Pincer Movement.**

(*a*) All sections having mastered the drills already described the platoon is now ready to work as a whole. The drills are as follows :—

(*b*) The platoon advances in the correct order a tactical bound behind the point or scout section.

(*c*) Point section comes under effective fire. It carries out its normal drills, i.e. it endeavours at once to get on alone. If it fails in this task owing to heavy weight of enemy fire or if the Platoon Commander who is close behind observing the fire considers that owing to the weight of enemy fire a platoon attack is essential, the leading section is given the order " STOP " and becomes the " fire section ", Its task now is to beat down enemy fire, to gain and keep fire superiority, whilst the remaining sections put in an attack, and to work its way forward to improve its position whenever an opportunity to do so occurs.

(*d*) Platoon Commander (with his " O " group close behind him) makes his reconnaissance and plan quickly carrying out the steps referred to in Chapter I of this pamphlet.

(*e*) Platoon Commander issues orders to " O " group. These are as far as possible in shorthand jargon form. Specimen as follows :—

" Enemy 400 yards by that haystack.
We will kill all enemy in the post.
Pincer movement.
1 section—fire section, 2 section—right, 3 section—left.
I am going with 3 section.
Mortar fire H.E. by observation.
Signals.
Any questions ?
Move."

(*f*) Sections carry out the pincer movement, moving forward each as a group but splitting into separate Bren and rifle groups when necessary and applying the drills for the section already learned.

(*g*) Having captured the objective the platoon reorganises as follows :—

First section in the assault takes the centre (original axis of advance). Second section in takes the opposite flank from that from which it assaulted (i.e., it goes straight on across the post). Fire section moves up to the open flank (avoiding the immediate area of the post) on seeing a success signal fired in that direction by the Platoon Commander.

(*h*) The Section Commanders immediately report back to the " O " group with their casualties and ammunition states. The Platoon Commander will order a redistribution of ammunition if necessary.

(*i*) The advance continues.

The following figures illustrate the pincer movement :—

THE PINCER MOVEMENT

PHASE I

The Scout section (No. 1 Section) has become hotly engaged. During this period Nos. 2 and 3 sections each take up a position of all-round offence, keeping out of the fight. The Platoon Commander " reads the battle " and issues orders for a pincer movement to his " O " Group. Pincering sections now move round both flanks whilst the fire section and 2-inch mortar gain FIRE SUPERIORITY. Pincering sections do not split up until they themselves come under **effective** fire, i.e., very close fire obviously directed at them and causing or likely to cause casualties.

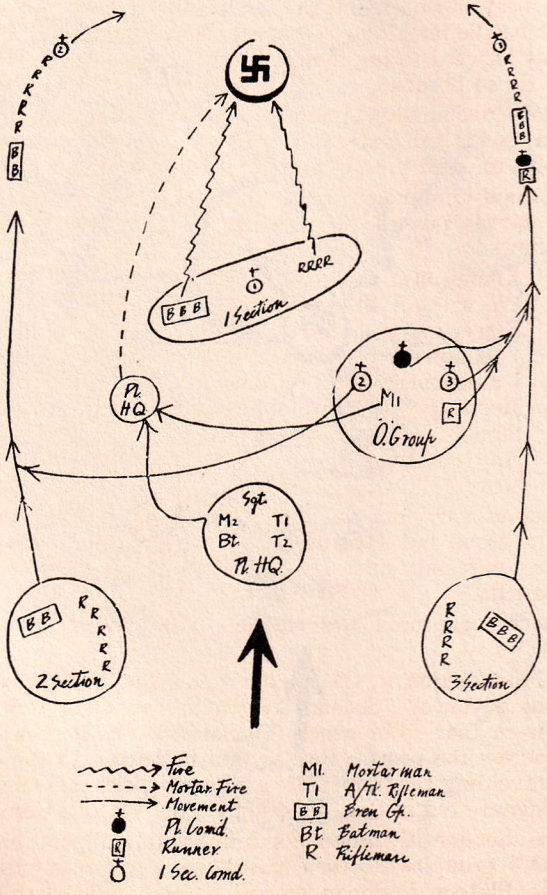


FIG. 4

THE PINCER MOVEMENT.

PHASE II.

Enemy have now spotted the pincers and in spite of heavy fire from the FIRE SECTION and 2-inch Mortar are still able to put the pincering sections under effective fire. These now split up, position their Bren groups as CUT OFFS and send their rifle groups to their assault positions. As soon as the cut-off gun is in position each section assaults.

Note that the Platoon Commander leads and controls the assault of the section he accompanies.

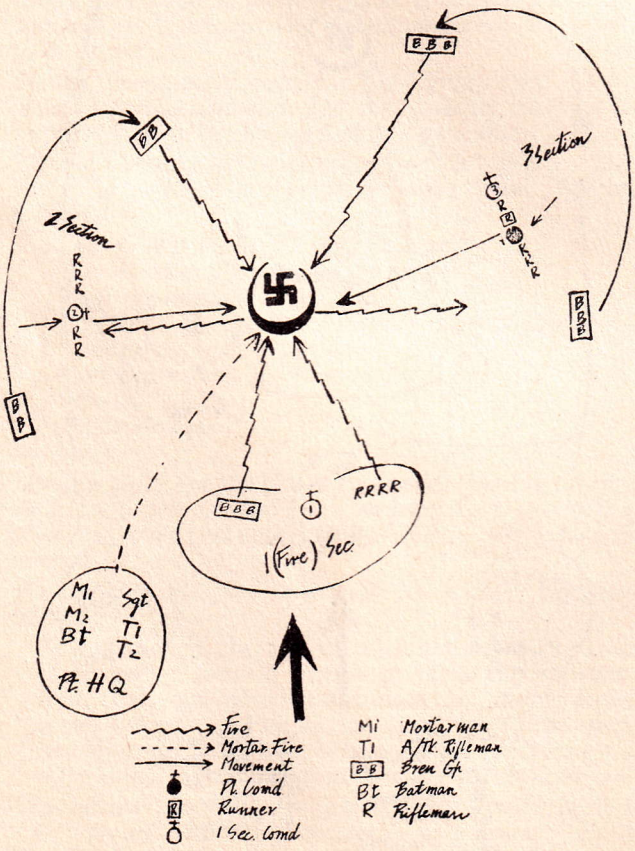


FIG. 5

THE PINCER MOVEMENT.

PHASE III.—REORGANISATION.

The Platoon takes up a position well past the captured post having all round fields of fire. The first section in at the assault (shown in the diagram as No. 2 Sec.) wheels and moves straight on down the original axis of advance of the platoon. The next in (No. 3 Sec.) goes straight on across the post and reorganises on the far side, the fire section (No. 1 Sec.) covers the open flank.

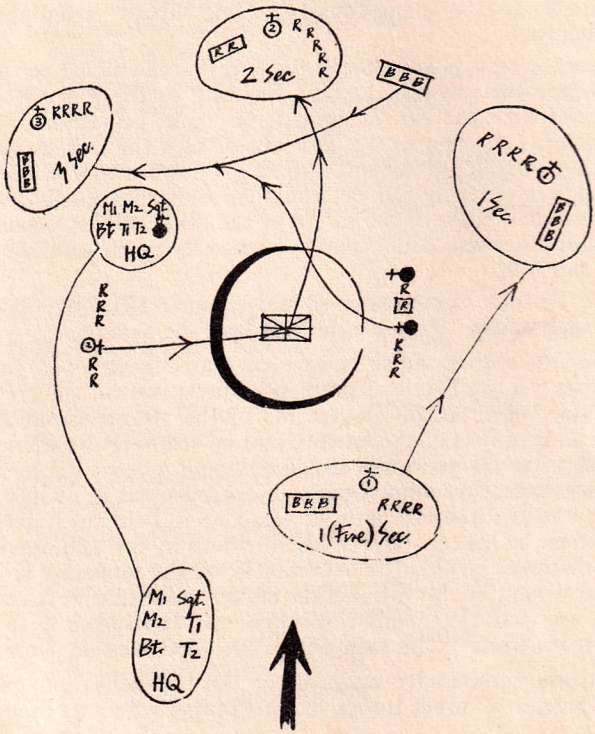


FIG. 6

2. **Points to Note.**

(*a*) The pincers must be wide (" sweat saves blood ") but not so wide that they cannot at intervals see each other. But it is no use moving round under fire.

(*b*) Flanking sections keep together until coming under effective fire. They do not split up until they have to.

(*c*) Sections make as long bounds as possible.

(*d*) Fire section and any weapons on the ground only shoot when fire is necessary to assist movement. They do not blaze away continuously.

(*e*) Any section reaching an assault position successfully will go in. It is too dangerous to hang about attempting to synchronise.

(*f*) If one pincer is late it will be alert for the signal for assault of the other section, i.e. the bursting of the grenade or the smoke from the No. 77 grenade or smoke generator or 2-inch mortar. As soon as this is heard or seen the late section will either rush in and assault also or get down into a fire position and give covering fire, or, if neither of these is possible, will by firing their rifles (if the safety of the other section allows) and making a noise endeavour to create as much of a diversion as possible.

(*g*) The Platoon Commander should command the section likely to arrive first. It is his duty to lead the assault.

(*h*) The fire section must beware of crawling on open forward slopes. A fire Section Commander must control the fire of his section, observe the movements of the pincers carefully and the movements of the enemy, and co-ordinate the whole if he is to give adequate well-timed covering fire, e.g., if he sees a pincer prong reaching a piece of open ground he should order a burst of rapid fire with all weapons to help them across it. It must be his constant endeavour both by fire and movement to distract the enemy's attention from the pincering sections. Every man in the fire section must realise that it is only by his fire that his friends can move on. It is again a question of team work. The task of the fire section is no sinecure.

(*i*) Platoon Commander must direct the reorganisation, posting his runner to direct troops to their proper places as they come up.

(*j*) An R.V. should be given beyond the post if working in close country.

(*k*) Platoon H.Q. will remain normally under the Platoon Serjeant in the area of the fire section.

(*l*) The Platoon Serjeant must :—

(i) Watch the Platoon Commander and move the rear sections up behind the " O " group getting them to cover in positions for all-round protection if the leading section comes under fire. As soon as the " O " group disperses

he must immediately join the Platoon Commander, who will repeat the orders to him while the Section Commanders are passing the orders to their sections. (It is not advisable to have the Platoon Serjeant in the " O " group as one enemy bomb may completely denude the platoon of commanders if this is done).

(ii) Control the fire of the 2-inch mortar ordering variations if necessary of the Platoon Commander's orders as the battle goes on.

(iii) Order fire from the anti-tank rifle if need be. This weapon can be used effectively against enemy hiding behind slight cover or in buildings. It may easily cause the enemy to move and so expose them to rifle and L.M.G. fire.

(iv) He must " read the battle " all the while and be prepared to go forward and take command if the Platoon Commander becomes a casualty.

(*m*) All sections will take immediate advantage of the least sign of weakening on the part of the defence, seizing every opportunity to press forward without awaiting orders from the rear.

SECTION 28.

1. Drill for Platoon making an Attack, using the Flanking Movement.

(*a*) The first part of the drill is as stated in Section 27, paras 1–3 (Pincer Movement).

(*b*) Platoon Commander gives out orders detailing the flank down which he has decided to attack and the order of march.

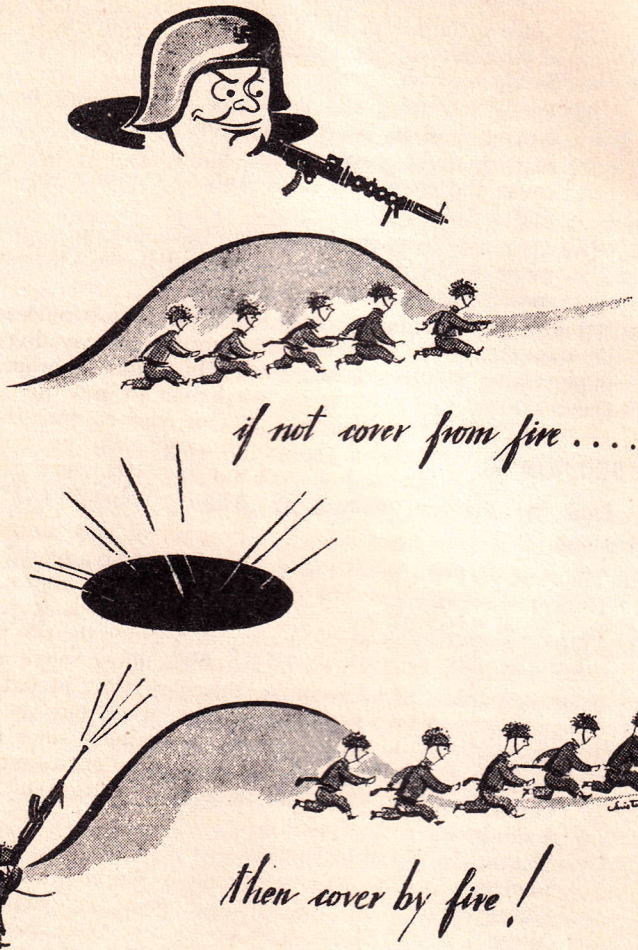
Specimen orders as follows :—

" Enemy 400 yards by that haystack.
We will destroy all enemy found there.
Left flanking. 1 section, fire section.
Order of march—2 section, 3 section.
I am going with 2 section.
Mortar fire by observation.
Signals.
Questions ?
Move."

(*c*) Platoon reorganises as follows :—
Leading section in the flanking order of march takes the centre (original axis of advance). Second section goes straight on across the post to the far flank. Fire section takes the open flank.

(*d*) Platoon Commander checks the casualties and ammunition and redistributes if necessary.

(*e*) The advance continues.


if not cover from fire ....
then cover by fire!

2. **Points to Note.**

(*a*) The flanking movement will most often be found to be the better battle plan but a Pincer may sometimes be used. The chief advantages of the Pincer movement are, that it ensures the extermination of the enemy since he cannot withdraw in any direction. Bursts of fire from several different directions at once have a great psychological effect, and they may in themselves be sufficient so to lower the enemy's morale that he will either surrender or attempt to withdraw.

Its chief disadvantages are :—

(i) Negligible flank protection can be given.

(ii) Only 5 men go in at the assault—Defeat in detail is possible.

(iii) Loss of control.

(iv) Danger—In certain types of country there is danger of shooting your own men.

(*b*) It is worth remembering that even a prong of a pincer which fails may achieve its object by failing, i.e. it may divert and hold the attention of the enemy whilst the other prong is getting home. It is always a good plan to find the covered approach which is not obvious. You may be sure that the enemy has appreciated the ground as well as you and he is likely to have the obvious covered approach very carefully covered.

(*c*) When organised opposition is encountered, necessitating the use of larger sub-units than the platoon acting alone, then the flanking movement is often the only possible one, i.e. in an attack by a company using infiltration methods (considered later). In order to leave the ground clear for the fire platoon each of the platoons executing a pincer must move down a separate flank. It is probable therefore that in battle the flanking movement will be most often used, but the pincer movement is of the greatest value in training since it is the only movement which gives a really independent command to the Section Commander. No method of testing an N.C.O's minor tactical ability when left to think and act alone, equals the pincer movement.

(*d*) Position of 2-inch mortar teams on a flanking movement. If the 2-inch mortar team is within range of, and can observe the target area and the assault position of their own troops from the area of the fire section, it is an advantage to remain in that area. They can get into action quickly there and it is easier for the Platoon Serjeant to control them. On the other hand, if the flanking movement is long and down a difficult covered approach it will be better for the mortar team to accompany the flanking sections. Orders for this will be issued by the Platoon Commander to the "O" Group and in such a case the mortar team will usually move in rear

of the flanking sections accompanied by the Platoon Serjeant. It is rarely advisable to take the anti-tank rifle away from the area of the fire section.

(*e*) Figure 7 shows a flanking movement in progress.

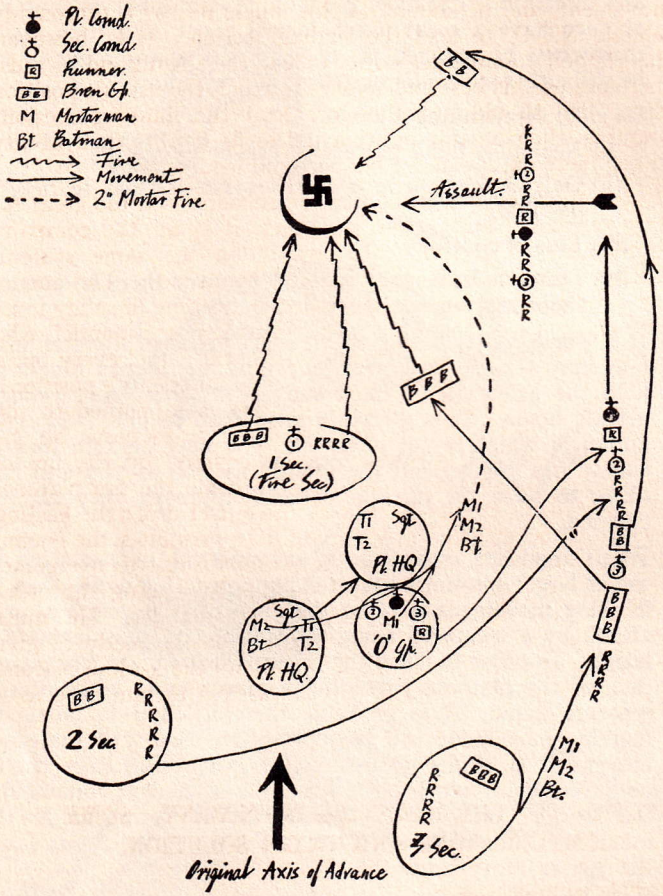


FIG. 7

The opening situation is the same as for the pincer but in this instance the Platoon Commander has ordered a right flanking movement. In the diagram shown he leads (optional). The order of march (i.e., whether Bren groups precede or follow rifle groups and whether the 2-inch mortar follows on or remains behind) will vary according to circumstances. Of the two flanking Bren guns one is dropped off at 4 o'clock to thicken up fire, the other goes round to a cut-off position.

(*f*) On a flanking movement better control can usually be exercised if the Bren groups precede the rifle groups on the way round.

(*g*) The order of march however cannot be strictly laid down. As the opposing forces are now in contact it may be necessary for the Platoon Commander in person to lead the flanking movement, and he should do this unless he has a thoroughly reliable N.C.O. to lead the leading section. It is, however, the Platoon Commander's duty to lead the assault and he must therefore use his best endeavours to reach the assault position alive. He should not therefore lead the flanking sections round to their assault position unless he doubts their ability to get there except under his personal leadership.

(*h*) If the opposition which the platoon encounters is too great for it to overcome by its own resources, it is for the company commander to continue the attack on the same system. A platoon which fails may succeed by failing. The enemy can only stop it by means of fire and in opening fire they must give away their positions. The company commander who is well forward, will be " reading the battle " and every burst of fire will give him new information as to the enemy's positions. When he sees that his leading platoon is so pinned to the ground by fire that it is impossible for it to move on, he will make use of his other platoons covered by the fire of the leading platoon which will now become the fire platoon. The company commander may at the outset order the leading platoon to become the fire platoon if he estimates the enemy strength to be too much for the platoon alone to overcome. The company commander will do this by issuing the order " STOP " to the leading platoon commander. He must always be alive and alert, reading the battle, ready to give this order at the right time. If he allows the leading platoon to become too dispersed it may be useless to him even as a FIRE platoon.

SECTION 29—THE FLANKING MOVEMENT. SOME COMPLICATIONS AND THEIR SOLUTION.

1. Possible complications.

It is probable that a platoon meeting opposition and attempting to counter it by turning to a flank will find that the opposition is not an isolated locality, but part of an enemy system of mutually supporting localities or posts. This discovery may not be made until the flanking movement has commenced, as the supporting enemy localities may withhold their fire till the last minute.

The platoon commander should accordingly be alert at all times, he should anticipate this form of interference and he should not be surprised when it happens. His drills for dealing with the situation should be highly developed.

2. **Kinds of Interference which may be encountered.**

The opposition may be of two kinds :—

(*a*) from a flank.

(*b*) from the area of the covered approach down which the flanking sections are attempting to infiltrate.

In either case the platoon commander's task is clear—" maintenance of the objective ". He must try to carry out his original intention, namely attack and destroy the original enemy post which first barred his line of advance. This post is already under fire from his fire section and he is therefore more likely to succeed in this direction than in any other. If he permits himself to be drawn away into a struggle with other posts his platoon will become broken up and may be defeated in detail.

The platoon commander must therefore press on with his original plan, detaching as small a portion of his force as possible to counter the enemy fire and to enable him to move on.

3. **Dealing with opposition from a flank.**

(*a*) The Bren group of the leading section will be known as the flank protection Bren. If the flanking sections are fired on effectively from a flank as they move round, they will drop into cover as quickly as possible. The flank protection Bren group will move into a position from which it can engage the enemy post. Under cover of this counter-fire the remainder will endeavour to push on and complete their original task.

(*b*) If this immediate action is inadequate the platoon commander may order the Bren group of his second section to augment the fire of the flank protection group.

(*c*) **Alternative Method.**

If the enemy fire from the flank is very severe the platoon commander may at once appreciate that he will have difficulty in going on even though he has put " a foot on the ground ". In this case he may order the mortar team to put down smoke to create an artificial defilade between his line of advance and the enemy post which is impeding him. In a well-practised platoon the platoon serjeant may order smoke to be put down immediately without waiting for orders from the platoon commander. As soon as the smoke comes down the platoon commander will move the flanking sections on and endeavour to complete his original task.

Note.—If the wind is favourable (i.e. blowing down the flank selected for the line of advance) smoke grenades or generators can sometimes be used as an alternative to the 2-inch mortar in this rôle.

4. **Opposition from the area of the covered approach itself.**

It is the enemy's policy to site their weapons in defence so that they can make use of their range as far as possible. Covered approaches between their posts are often dealt with by mobile patrols. It is therefore quite probable that any likely covered

approach will be barred by a mobile patrol armed with a light machine gun. Such a mobile patrol will of necessity be in close country, and it will therefore be at a disadvantage and will have to withdraw if you can succeed in getting to close quarters with it where you can employ your numerical superiority.

As soon as effective fire is opened by such a patrol all the flanking party should go to ground. The riflemen of the leading section should get into a fire position as quickly as possible and return the enemy fire. The platoon commander will still attempt to carry out his original intention and this means that he must try to force a passage down the covered approach. His best weapon for this task is the 2-inch mortar H.E. bomb and he will now have to issue immediate orders for dealing with this situation. These might be as follows :—

Specimen orders.

" Mortar. Put down 3 H.E. bombs immediately. No. 2 section on the bursting of the second mortar bomb, send your Bren group forward to that hedge. On the bursting of the 3rd bomb assault with the rifle group. No. 3 section in reserve under me ".

Note that in this plan the platoon commander does not fall into the trap of attempting a wide encircling movement and deploying his troops into the open out of the narrow covered approach. He realises that as he has encountered a system of mutually supporting enemy localities he would expose his men to severe enfilade cross-fire if he were to do this. He therefore prefers to keep the fighting at close quarters and so to use his superiority in numbers.

SECTION 30—DRILL FOR PLATOON PINCER ATTACK.

Notes.

(1) All movements are carried out at the double with the rifle trailed until Pl. is under fire when rifle will be canted in left hand.

(2) On the command " HALT " the action in all cases is to halt, order arms and stand at ease.

(3) " FIRE " is represented in the drill by standing at attention with the rifle at the order ; " CEASE FIRE " by standing properly at ease again.

(4) Enemy is represented by a flag in the centre of the parade ground.

(5) Before the drill commences the Pl. will be fallen-in in threes in line in one corner of the parade ground. Pl. H.Q. will be on the left, the Pl. Comd. in front of the Pl. facing the Instr. and the Pl. numbered as for B.D.

(6) Once Pl. comes under fire distance between men will be 5 yards interval throughout.

(7) This drill should not be attempted until the Pl. is trained in the sec. drill.

(8) If secs. are of strength of less than one and 7, the Bren Gp. will be reduced to 2 i/c and No. 1 Bren.

(9) Order of march for Pl. will be as follows :—

Leading Sec.	Sec. Comd.	Marker.
	No. 1 Rifleman	
	No. 1 Bomber	
	No. 2 Rifleman	
	No. 2 Bomber	
	2 i/c	
	No. 1 Bren	
	No. 2 Bren.	
" O " Gp.	Pl. Comd.	
	Pl. Runner	Marker.
	No. 2 Sec. Comd.	
	No. 3 Sec. Comd.	
	No. 1 Mortar.	
Pl. H.Q.	Pl. Sjt.	Marker.
	Batman	
	No. 2 Mortar	
	No. 1 A/tk.	
	No. 2 A/tk.	
2 Rear Secs.	2 i/c	Markers.
	No. 1 Bren	
	No. 2 Bren	
	No. 1 Rifleman	
	No. 1 Bomber	
	No. 2 Rifleman	
	No. 2 Bomber	
	etc.	

(10) If the Pl. is equipped with the new bayonet, bayonets will be fixed throughout and drill No. 25 amended accordingly.

Drill No.	Words of Command given by.	Words of Command.	Action taken by whom.
1	Instr... ..	Pl. Comd. fall in Pl. for B.D.	Pl. Comd. doubles out and faces Pl.
2	Pl. Comd. ..	Pl., as for B.D. markers.	Markers double to positions in front of Pl. in single file, facing flag at 20 yds. distance. Except leading sec. comd., who will be 40 yds. in front of Pl. runner. Markers in order are : No. 1 Sec. Comd., Pl. runner, Pl. sjt., 2 i/c of No. 2 sec., 2 i/c No. 3 sec.
3	Pl. Comd. ..	As for B.D. on parade.	Pl. doubles to markers and fall in in single file, 1 yard distance except leading sec., which will fall in at 5 yard interval.
4	Pl. Comd. ..	As for B.D. number	Pl. numbers from the front backwards, each man springing to attention in turn and calling out his task.

Drill No.	Words of Command given by.	Words of Command.	Action taken by whom.
5	Pl. Comd. ..	Pl. observe. Prepare to move. Advance.	Men in secs. face observation directions detailed in Sec. Drill. ' O ' Gp. and Pl. H.Q. face front. The position of the Bren Gp. in the sec. does NOT alter the direction of observation—Face front again—Pl. Comd. then falls in in front of ' O ' Gp. and gives order " Advance," when all step off at double.
6	Instr... ..	Pl. under fire.	All halt and leading sec. shouts " DOWN, CRAWL, OBSERVE, FIRE ".
7	Pl. Sjt. ..	All round protection. 2 sec. Right there ; 3 sec. Left there.	2 i/cs lead secs. 20 yds. to Right and Left of axis of advance as indicated by Pl. Sjt.
8	2 i/c 2 and 3 secs.	All round protection. 12 o'clock there (points). Bren Gp. Right (or Left). Rifle Gp. Left (or Right).	Sec. forms arrowhead on 2 i/c as ordered. Flank men face secs. flank. No. 1 Rifleman faces secs. rear.
9	No. 1 Sec. Comd.	Enemy flag 400. We will kill enemy in post. Right (or Left) flanking. Bren Gp. there.	Pl. Comd. and runner move forward towards Right flank if sec. is Right flanking, keeping 10 yds. behind where Rifle Gp. will come. ' O ' Gp. under 2 sec. Comd. follow 20 yds. behind runner.
10	2 i/c No. 1 Sec.	Bren Gp. follow me. Bren Gp. halt. Enemy Left (or Right) 400 ; covering fire.	Doubles with Gp. to place indicated. Gp. halts and faces enemy and shouts " DOWN, CRAWL, OBSERVE, FIRE ". Rifle Gp. stand at ease on " FIRE ".
11	No. 1 Sec. Comd.	Rifle Gp. follow me.	Gp. moves round rear of Bren Gp.
12	Pl. Comd. (as Rifle Gp. gets past Bren Gp.).	No. 1 Sec., you are fire sec.	
13	No. 1 Sec. Comd.	Halt. Enemy Left 400 ; covering fire. We are fire sec.	Gp. halt. Left turn, and shout " DOWN, CRAWL, OBSERVE, FIRE ". Rear man repeats to Bren Gp. " Bren Gp., we are fire sec." Whole sec. remain at attention.
14	Pl. Comd. (after springing to attention and shouting " Reconnaissance").	' O ' Gp. (when ' O ' Gp. come up in line on his left and behind fire sec.). Enemy flag 400. We will kill enemy there. Pincer. 1 sec. fire sec., 2 Right, 3 Left. I will go with Mortar by observation. Signals as usual. Question ? Move.	After orders, ' O ' Gp. disperse. Sec. comds. signal up their secs. to them on flanks and repeat orders from centre of secs. No. 1 Mortar doubles to position 5 yds. behind Pl. Comd. and signals up Mortar Gp. and 2 repeats orders. They stand to attention. Pl. Sjt. comes up to Pl. Comd., who repeats order to him. Pl. Comd. then joins 2 sec. with runner. Pl. Sjt. signals up rest of Pl. H.Q. to line facing enemy 5 yds. behind Mortar Gp. and repeats orders.

Drill No.	Words of Command given by.	Words of Command.	Action taken by whom.
15	Pl. Comd. and No. 3 sec. comd. (after sec. Comds. have repeated orders).	Sec. follow me.	Secs. double off round flanks.
16	Instr. (when sec. is at approx. 4 or 8 o'clock).	2 (or 3 sec.) under fire.	Sec. halt Left (or Right) turn and shout " DOWN, CRAWL, OBSERVE, FIRE ".
17	Pl. comd. (if with 2 sec., otherwise sec. comd.).	Bren Gp. there. We assault from there.	
18	2 i/c No. 2 sec.	Bren Gp. follow me. Halt. Enemy Left, 200 ; covering fire.	Bren Gp. move to position indicated which should be close by. Halt. Face flag and shout " DOWN, CRAWL, OBSERVE, FIRE ". Rifle Gp. stand at ease on " FIRE ".
19	Pl. comd. ..	Rifle Gp. follow me. Halt. We assault from here.	Gp. turn Left and continue round flank to assault position at 90° to Bren Gp.
20	No. 3 sec. comd. (on reaching 9 o'clock without coming under fire).	Sec. halt. We assault from here. Bren Gp. there. Rifle Gp. Right turn.	Rifle Gp. turn right and stand at ease.
21	2 i/c No. 3 sec.	Bren Gp. follow me. Halt. Enemy Right, 200 ; covering fire.	Gp. moves to position indicated which is at 90° to Rifle Gp. Halt. Right turn and shout " DOWN, CRAWL, OBSERVE, FIRE ".
22	Instr. ..	Fire sec., enemy have located your position.	Moves to head. Sec. Left turn on " Left flanking " and follow behind Bren Gp. Halt. Right turn and shout " DOWN, CRAWL, OBSERVE, FIRE ". Bren Gp. stand at ease on " FIRE ".
23	Fire sec. comd.	Rifle Gp. Left flanking follow me. (When just past Bren Gp.) : Halt. Enemy Right, 400 ; covering fire.	
24	2 i/c Fire Sec.	Bren Gp. Left flanking follow me (when just past Rifle Gp.) : Halt. Enemy Right, 400 ; covering fire.	Same as Drill 23.
25	Pl. Comd. and 3 Sec. Comd. (as soon as they reach assault position and have moved to centre of their groups).	No. 1 (or 2) Rifleman forward. Halt. No. 1 (or 2) Bomber forward. Halt. Attention. Fix bayonets. On Guard. Charge. Bullets. Consolidate. Follow me. Halt. Right (or Left) turn. Attention. Unfix. (And when Bren Gps. arrive) : Renumber.	As per sec. drill Pl. comd. and runner leave 2 sec. after comd. " Consolidate " and 2 sec. comd. takes over. First sec. to assault takes centre, Sec. comd. facing 12 o'clock, second the opposite flank from which it assaults. Sec. Comd. firing 4 or 8 o'clock. Sec. Comds. then go straight to Pl. Comd. to form ' O ' Gp.

Drill No.	Words of Command given by.	Words of Command.	Action taken by whom.
26	Comd. fire sec. and 2 i/cs No. 2 and 3 secs. (As soon as Rifle Gps. come into line of fire).	Stop (and in the case of 2 i/cs No. 2 and 3 secs) cover consolidation (and then when Rifle Gps. have reached consolidation position). Follow me.	Fire sec. stand at ease. Bren Gps. about turn and remain at attention. Follow 2 i/cs to consolidate as per sec. drill.
27	Pl. Comd. (As soon as Rifle Gps. reach consolidation positions and from position 10 yds. behind leading sec.).	Verey pistol (Right arm raised and pointed in direction of open flank Pl. comd. facing fire sec.).	Sec. Comd. fire sec. leads his sec. up to consolidate as per sec. drill facing 4 or 8 o'clock. Whichever is open flank. At the same time Pl. Sjt. brings up Pl. H.Q. and halts it in line 5 yds. behind Pl. Comd. and facing axis. Both renumber Sec. Comd. and No. 1 Mortar then join ' O ' Gp. falling in on Right or Left of Pl. Comd. When last arrives all shout " Amn. and casualties."
28	Pl. Comd. ..	Advance will continue on original axis, No. 1 (2 or 3) sec. leading. Questions ? Move.	Sec. Comds. rejoin secs. and repeat orders ; leading sec. moves straight off 5-yds. interval between men followed by remainder of Pl. in order of march ordered. Sec. Comds. of rear secs. rejoin ' O ' Gp. No. 1 Mortar remains in ' O ' Gp. Sjt. comes up and receives orders and then repeats them to Pl.H.Q. Instr. leads Pl. to corner of parade ground and forms Pl. in threes as Gps. and secs. arrive and then checks faults.

PARADE GROUND DRILL FOR PLATOON FLANKING ATTACK.

Notes.—See Parade Ground Drill for Platoon Pincer Attack.

Drill No.	Words of Command given by.	Words of Command.	Action taken by whom.
1–13	—Same as Drills for Parade Ground Drill for Pincer Attack.		
14	Pl. Comd. (after springing to attention and shouting " Reconnaissance").	' O ' Gp. (when they join him). Enemy flag 400. We will kill enemy there. Right (or Left) flanking. No. 1 sec. Fire. No. 2 sec. will lead. Mortar by observation signals as usual. Questions ? Move.	After orders, ' O ' Gp. disperse ; Sec. Comds. signal up secs. and join them on Right flank and repeat orders from centre of their secs. No. 1 Mortar and Pl. Sjt. act as in Pl. Pincer drill. Pl. Comd. moves into line of advance ahead of No. 2 sec. with runner.
15	Pl. Comd. (facing towards secs. after Sec. Comds. have completed orders).	Secs. follow me. (When at 4 or 8 o'clock) : Halt. We assault from there (points to 2 o'clock). 3 Bren Gp. there (points to 4 o'clock). Remainder follow me.	Pl. Comd. leads secs. round flank. Halts. Continues advance less rear Bren Gp.

Drill No.	Words of Command given by.	Words of Command.	Action taken by whom.
16	2 i/c No. 3 sec.	Bren Gp. follow me. Halt. Enemy Left, 300 ; covering fire.	Bren Gp. moves to position indicated. Halts. Face flag and shout " DOWN, CRAWL, OBSERVE, FIRE ".
17	Pl. Comd. (when he reaches 1 o'clock).	Halt. We assault from here. Bren there (points to 12 o'clock). Pl. Left turn.	Pl. Comd. moves to between secs. Sec. Comds. move to centre of secs. Runner moves to flank of nearest sec.
18	2 i/c No. 2 sec.	Bren Gp. follow me. Halt. Enemy Left, 200 ; covering fire.	As per Drill 16.
19	Instr... ..	Fire Sec., enemy have located your position.	Fire sec. act as in Pl. Pincer Drill.
20	Pl. Comd. ..	No. 2 (or 3) Sec. Bomber.	Sec. detailed sends forward riflemen and bomber as per sec. drill.
21	Pl. Comd. ..	Attention. Fix bayonets. On guard. Charge. Bullets. Consolidate.	Both Grps. charge in line, firing from hip. Pl. and Sec. Comds. controlling line.
22	No. 2 and 3 Sec. Comds. (as soon as Pl. Comd. orders 'Consolidate').	No. 2 sec. (and No. 3 sec.) follow me. Halt. Right (or Left) turn. Attention. Unfix (and when Bren Gps. arrive). Renumber.	Lead secs. off in single file to consolidation as per sec. drill. Leading sec. in flanking order of march takes axis ; second sec. the opposite flank from which it assaulted facing 4 or 8 o'clock. After renumbering Sec. Comds. go to Pl. Comd. to form 'O' Gp.
23, 24, 25	Same as Drills 26, 27 and 28 for Pl. Pincer Attack.		

SECTION 31—THE EFFECTS OF INFILTRATION.

One of the best ways of demonstrating to troops the difficulty of coping with a well-managed pincer or flanking attack is as set out below.

Form the squad into a section and let the section commander dispose his men in a defended post, giving tasks to the riflemen and an arc for the Bren gunner. The remainder of the squad can stand behind the defensive position chosen by the section where they can observe all that takes place.

Another platoon, well practised in the pincer movement, then puts in a pincer attack, making the best possible use of ground and covered approaches, using smoke to cover its advance, and fire from the fire section and flanking Bren groups. The spectators will see that as soon as movement is spotted down a particular flank the tendency of every defender is to face towards that flank and to return the fire, and it is often possible under cover of this for the other prong of the pincer to make an unseen and unexpected movement or assault. The section commander also finds that the control of fire is an extremely difficult matter. This demonstration can also be used to practise section commanders in fire control orders in defence, and to illustrate the value of smoke in causing confusion when dropped as close to a defended post as possible.

SECTION 32—PINCER AND FLANKING MOVEMENTS—THE USE OF FIRE.

The following notes on the use of fire are most conveniently studied at this stage.

1. **General.**

This is a war of morale. Battles are largely won by shattering the enemy's morale. Although killing or wounding the enemy physically by the use of fire is the best way of shattering his morale, it is not the only way. It has been regarded as a waste of ammunition to attempt to use it for any purpose other than killing or wounding.

2. There are many sound uses of fire of which the following are some examples, which should be appreciated by every section commander :—

(*a*) To kill or wound the enemy or to make him keep his head down (neutralisation) is obvious and elementary. You must win the fire fight, gain fire ascendancy over the enemy, push back his bullets two for one, and you have gone a long way towards winning the battle (e.g. the use of the fire section).

(*b*) To locate the enemy. This has already been fully discussed. When an enemy is cunningly concealed, one of the best ways of searching for him is by the use of fire directed into spots where he is likely to be. This may cause him either to return the fire or to move, thus betraying his position.

(*c*) To shatter enemy morale. Even fire which kills or wounds no one may cause a panic if it comes from an unexpected quarter. Troops who have charged without faltering into heavy frontal machine-gun fire, have been known to panic when they found themselves sniped at from behind.

A man is always less afraid of the devil he knows than of the devil he does not know and cannot find. The enemy have realised this and have exploited it by the use of isolated snipers cleverly camouflaged who have worked themselves into positions in the rear and climbed trees. They have then sniped at our posts from these trees.

The enemy has also attempted to shatter morale by the use of small groups who have infiltrated to the rear and opened fire with automatic weapons, thus giving the impression that the post is surrounded.

We must play the enemy at his own game. He has evolved these tricks because he is afraid of them and the British soldier who has been well trained in field-craft can do all these things with great skill. He is equipped with a natural cunning which the individual German lacks.

(*d*) To help to sustain our own morale. When subjected to fire or bombing a man who has nothing to do will let his imagination run riot and magnify his difficulties. A man who is fully occupied with a job to do may become so preoccupied that he will hardly realise that anything has happened. In particular a man will be sustained if firing. He will feel the stimulating experience of hitting back.

It is therefore a golden rule to keep men occupied when under fire and the best way to do this is to stimulate their own offensive spirit. Examples of this are :—

(i) When first coming under effective fire the drill for the section unless otherwise ordered is " DOWN, CRAWL, OBSERVE, FIRE ". Each individual man knows that he has a definite job to do whether he receives an order or not, i.e. to hit back at the Hun or Jap with his rifle as quickly as possible. He is not hiding from the bullets ; he is merely stalking a prey.

(ii) Action against enemy aircraft by ground troops. It is good for ground troops to fire at aircraft which are attacking them because they have a good chance of keeping the aircraft high and of shooting them down. But the offensive action which they take will also keep them occupied and prevent them from magnifying their danger.

(*e*) To cover movement. If not covered from fire, cover by fire.

SECTION 33—PINCER AND FLANKING MOVEMENTS—THE USE OF SMOKE.

1. General.

The closer the study made of infiltration tactics, the stronger grows the faith in the use of smoke. The battalion may have with it both 3-inch mortars and 25-pounders to provide smoke screens, but whilst these weapons may be of great use in assisting the movement of the battalion to a flank or in helping a set piece attack by the battalion as a whole, they will often be too remote to assist the platoon commander, who must therefore learn to get himself on by the skilful use of his own smoke weapons. These consist of :

(*a*) Two-inch mortar smoke bomb.

(*b*) No. 77 grenades and/or No. 14 smoke generators.

2. Characteristics of Platoon Smoke.

Both the 2-inch smoke bomb and the No. 14 generator give a good smoke screen for about 2½ minutes from a single bomb or generator. Both weapons have the disadvantage that the smoke given off is not instantaneous but takes about half a minute to thicken up. The 2-inch mortar smoke bomb has the advantage that it can be thrown from 100 to 500 yards as desired, whilst the canister can only be thrown about 20 to 30 yards on level ground. The canister has, however, the advantage that it can be rolled for a very considerable distance if the ground is downhill, and free of obstructions, and it is under the immediate direct control of the section commander. However well advanced team work may be within the platoon, difficulty will often be experienced in getting the 2-inch mortar team to put down smoke instantly at the right time in the right place on every occasion. The No. 77 grenade has the same

characteristics as the No. 14 generators, except that it has the advantage of being instantaneous, but, unfortunately, it only burns for 30–45 seconds. Don't forget that by the use of good fieldcraft (sending a single man well away to a flank) the range of the grenade or generator can be indefinitely extended.

3. The Uses of Smoke.

Both the above forms of platoon smoke can be used for the following tasks :—

(*a*) When the leading section first comes under fire it may find itself in a very exposed and unsatisfactory position. It may use smoke to help it to " dodge ". Either the mortar, the grenade, or the generator, may be used for this purpose.

(*b*) When the platoon commander makes his plan for a pincer or flanking movement he may wish to confuse the enemy as to his intentions. He can often best do this by putting down a quick smoke bomb. It has been found that even a single bomb is very effective in this way. The original flanking movement will probably take place at a distance of 400 to 600 yards and even thin wisps of smoke may be sufficient to cover movement at such a distance. Here the 2-inch mortar offers the most suitable screen since the grenade or generator has usually insufficient range. The generator may be suitable on some occasions, e.g. if there is a helpful following wind.

(*c*) Smoke may be used in the manner already described to create artificial defilade to screen the advance of flanking sections from flank interference. One of the best ways of breaking into an enemy system of mutually supporting localities is so to blind these localities that accurate cross fire between them becomes impossible. If enough smoke is available therefore, and the approximate siting of enemy localities is known, plenty of smoke on all these localities in the early stages will enable an infiltrating movement to be carried out successfully unobserved.

2-inch mortar smoke is usually best for this task.

(*d*) Flanking sections may encounter a difficult and unexpected piece of open ground when engaged in a flanking movement. Smoke can be put down to prevent accurate enemy fire whilst the sections are crossing such a gap. The No. 77 grenade or No. 14 generator will usually serve for this task.

(*e*) Smoke can be used by the section commander of the fire section to distract the enemy's attention from the flanking sections or to assist him in moving any of his men who may have attracted heavy enemy counter-fire. The No. 77 grenade or No. 14 generator will usually serve for this task.

(*f*) Smoke is of great use if put down right on the objective at the last possible moment to help the assaulting sections as they go into the assault. Either the 2-inch mortar or generator may be used for this task.

(*g*) Smoke may be used for signalling, e.g. the assaulting section may arrange for its Bren group or bomber to throw a smoke grenade or generator as a signal calling to the 2-inch mortar to put down smoke on the objective to screen the assault and calling upon the other claw of the pincer to do all in its power to assist the assault.

4. **The correct use of smoke.**

(*a*) All the different methods of using smoke set out above must be practised by every section in the platoon using real smoke. It is dangerous to carry out training with imaginary smoke. In practice it will be found that the study of such questions as the correct point of origin, the flank to be screened, and the direction of the wind, is no mean task particularly where flanking movements are concerned.

(*b*) Leap frogging. Once a canister has been thrown and a screen has developed in the desired direction, the screen can be fed and prolonged by other canisters carried forward and dropped under cover of the existing screen.

I. **The misuse of smoke.**

Smoke rightly used may be a god-send ; wrongly used it may easily be a death-trap. Nothing is more calculated to draw enemy fire than a smoke cloud, and the following points should be noted:—

(*a*) Always try to place the smoke screen as close up to the enemy positions as possible. Smoke which is very close is a great handicap to accurate shooting as it gets in the eyes, causes coughing, inconvenience and possibly confusion. The nearer the smoke is to them, the longer the traverse which the enemy machine guns will have to follow in order to cover all the smoke with fire. A layer of smoke which is far away can be traversed very easily, particularly when in enfilade.

(*b*) If you are advancing down a flank with the wind behind you one or two grenades or generators thrown down will give you a wall of smoke of great density which is blowing the way you are going. You can advance under cover of it very safely. If, however, you try to carry out a similar operation with the wind blowing in your face, a similar use of smoke grenades or generators would be a death-trap. The smoke will merely blow back into your advancing troops and attract fire. In such a situation (with the wind against you) you can only use smoke from the 2-inch mortar which, with its increased range can throw its bombs well forward and so give you a reasonable length of ground to cover.

(*c*) Beware of the cross wind. If this passes unnoticed your smoke man may put a screen down which will only conceal the objective from the fire section, making it impossible for it to give fire support and leaving the enemy to concentrate their fire on the flanking sections which remain unscreened.

(*d*) The enemy may teach his men to move out of their positions when blinded by smoke to new positions on the edge of the smoke screen, from which they can see to use their weapons. It is therefore always a good plan to mix small arms fire or H.E. mortar fire with the smoke in order to deter the enemy from moving into the open.

6. **Opportunism and Initiative.**

(*a*) Wind is always a variable quantity and it will be found on training that in quite a large proportion of cases smoke is put down either in the wrong place or at the wrong time. This is just as certain to happen in battle.
It is also clear that the enemy makes much use of his own smoke.

These sets of circumstances may be turned to your advantage if you are always on the alert, i.e. do not adopt the attitude "Those stupid mortar men have bogged it again. There is nothing I can do about it". If you are on the look-out for opportunities by slightly changing your direction or amending your plan you may be able to make very good use either of your own smoke which has gone wrong or smoke which the enemy has put down to help him, e.g. the mortar group trying to put down smoke to help a flanking movement misjudge the wind. The bomb drops short and the smoke is carried across the objective in front of the fire section. The fire section uses this opportunity to make a bold move into a new surprise position. As soon as the smoke clears they can give the enemy a nasty shock.

(*b*) In making an attack over bare open country where smoke is of vital importance the direction of the wind is a factor which should influence the platoon commander in making his original appreciation (e.g. an attack on an aerodrome).

SECTION 34—STATIC INFILTRATION

1. **General.**

The methods so far discussed have been based on warfare of a very mobile and fluid character—the sort of picture that is likely to present itself when both sides meet on the move, when the enemy's outposts are met or when the outer crust of an enemy's resistance has been broken and the opposition offered is by localities which are fairly wide apart and rather hastily organised. For such situations wide flanking movements carried out at top speed will usually provide the best answer.

There is, however, another picture : The situation likely to arise when we have come up against a strong enemy position.

The higher commander will be eager to discover any weak points in the enemy position as rapidly as possible, and forward infantry will be required to "tap" along the front to discover where the weak places are. Information will be required quickly, and forward infantry should always be prepared to seek for it without waiting for orders, immediately they make contact with the enemy.

Information of this kind can very often be secured at night, and the action of night patrols is discussed hereafter. Owing to poor visibility at night, however, it is unlikely that the information gained will be as accurate as that which could be secured by day and delay may occur if nightfall has to be awaited. The forward platoon commander should therefore always be prepared to send forward patrols by day.

2. **Method.**

The day patrol will carry out its work mainly by the use of fieldcraft and camouflage. Once a section has acquired real skill in these two arts they can often find a gap between enemy localities wide enough to allow them to work through to the rear. If a line of advance is wide enough to cover the passage of a single man it is wide enough to cover the passage of the whole section or possibly the whole platoon. However well planned the enemy mutually supporting localities may be there will nearly always be a ditch or bank somewhere which is wide enough to cover the advance of men who are prepared to work carefully. Such an advance may take several hours.

Having worked through the gap, the section may be able to discover as much information as is required merely by observation. In other cases this will not be possible and the section should then be prepared to take up a carefully hidden position to the enemy's rear and to open fire into his posts. This fire, coming as it will do from a totally unexpected quarter is almost certain to cause alarm in the enemy posts. He may think that he has been cut off and he is practically certain to betray his position by returning the fire or by moving some of his men to an alternative position. The platoon-commander from his O.P., observing this patrol at work, will be able to get all the information he needs as to the enemy localities. The enemy confusion may be such that a first-class opportunity for an immediate attack is presented and the platoon covered by the fire from its section in the enemy's rear and possibly by smoke should always be ready to put in such an immediate attack.

Alternatively, if the gap exploited by the patrol is a suitable one, and surprise has been achieved, the platoon commander may decide to take his whole platoon through it and to attack from the rear after the enemy have been cut off.

3. **Size of the Patrol.**

Individual sniper observers may be used for this task but the standard to be aimed at is one in which every man in the section regards the task as part of his normal duties. As the value of the fire of an automatic weapon from the rear is so great, Bren groups should be trained to carry out this task on their own.

Men cannot be expected to perform this task successfully in war unless their standard of individual field-craft and personal camouflage is of a very high order.

4. **Method of Training.**

Two enemy posts 300 yards to 500 yards apart (depending on the ground) are occupied in well concealed positions. The section is

taken to a position under cover about 600 yards away from the enemy localities and the section commander is given his orders which will include an objective behind the enemy and the task of firing into the enemy's rear from a surprise position. As the advance proceeds the enemy will fire whenever the section discloses itself. Umpires will be required with the enemy sections to report on the conduct of the patrol. The instructor must accompany the patrol, behaving as a member of it and taking care not to give away its position.

5. **Phases.**

The patrol should be carried out by phases which might be :—

(*a*) initial reconnaissance and plan ;

(*b*) advance to the first bound (this will probably be a very long crawl up a ditch) ;

(*c*) action when the enemy position is disclosed.

(*d*) action on finding the gap.

6. **Points for discussion.**

The discussion should be carried out on the lines of the discussion after the section stalk. (See Military Training Pamphlet 33, Sec. 27.)

The following additional points should be considered :

(*a*) Did the section commander appreciate what points the enemy was most likely to occupy ?

(*b*) Why did he select the particular line of advance, and was it the best one ?

(*c*) What provision was made for local protection ?

(*d*) When the gap was found, did the section continue to move forward until it was beyond and behind the enemy posts ? (*Note.*—Troops instinctively turn towards enemy fire ; if this turn is made too soon the gap is not exploited and the section attacks the enemy post from an expected direction.)

(*e*) Were all men alert, and did they pass their information to their section commander ? In other words, did they act as a team ?

7. **Right and Wrong Variations.**

Points likely to go wrong may be even better stressed if a demonstration of the wrong way is given, followed by a demonstration of the right way. The following points may be included in the wrong way :—

(*a*) No reconnaissance, resulting in patrol being led to an obstacle, or to open ground short of a suitable observation point.

(*b*) Patrol starts off in a bunch and is led straight towards objective. They get forward about 100 yards when fire is opened on them from the right ; one man is wounded. They do not know the fire is from one of their own posts, which does not know the patrol is out. Three or four enemy come out of a post to see what the firing is about and show themselves, but the patrol does not see them. Patrol signals back for stretcher bearers, who come out and take wounded man back.

(*c*) Patrol pushes on in a bunch to the top of a hill only 100 yards from the objective, instead of working round the back of it. The enemy, now thoroughly prepared, are standing to ; they wait for the patrol to get to close quarters and then open fire, wiping out the patrol.

(*d*) Enemy creep out and search dead, finding a copy of battalion orders in the section commander's pocket. Result : the patrol all lost, no information, and the enemy has an identification.

8. **Use of Trees.**

All men should be trained to climb trees and to rope themselves in when in position to avoid falling out when thrown off balance by the recoil of their weapons. A tree will often provide the best O.P. and the best concealed position from which to surprise the enemy. (Every man should carry a toggle rope worn as a belt. If the section requires a rope individual men's ropes can be quickly joined together.)

9. **Co-ordination of Platoon Attack with Opening of Fire by Patrol.**

A practice exercise should be held in which the platoon commander's plan is for an immediate attack on one of the enemy localities as soon as the patrol is in position to the rear. In this method the patrol is really being used as a fire section and the attack itself may be the usual flanking or pincer movement covered, if necessary, by smoke. The enemy confusion will be greatest for a few minutes after the patrol opens fire and his whole attention is likely to be distracted in their direction. These few minutes must be fully exploited.

SECTION 35—THE PLATOON IN THE ATTACK AGAINST HIGHLY ORGANISED RESISTANCE.

(This Section is Provisional.)

1. **General.**

Against highly organised resistance larger units than the platoon will normally be used. Where the distance between enemy defended localities is great enough to permit of infiltration tactics, the drills applicable to the platoon do not vary very much, and they are dealt with in Chapter IV. Where the opposition encountered is such that frontal attack is the only option, considerable modification of the tactics employed will be essential.

When faced with an enemy strong point of considerable size the infantry may have to attack frontally supported by army tanks and artillery on a timed programme. Here the key to success will be close co-operation between the troops of tanks and the platoons of infantry and the following drills may be found useful.

2. **The Higher Plan.**

(*a*) Such an attack will usually be made on a narrow front (possibly 600 yards) at a point pre-selected as giving a good chance of success. The enemy positions will first be subjected to a short, but very heavy concentration of fire, both from artillery and aircraft.

(*b*) Next will come small combat teams (usually of assault engineers and infantry), whose task is to blow holes in the enemy minefields and anti-tank ditches (see Section 36) to make a passage for the tanks. This may under certain circumstances have to be carried out before the concentrations mentioned in (*a*) above.

(*c*) Next will come the first echelon of tanks. A mass of tanks whose task is to break through to the main objectives at top speed, knocking out the enemy anti-tank guns and artillery in the sector by sheer speed and weight of numbers.

(*d*) Next will come the second echelon (The Shepherding Wave), comprising infantry and tanks working in close co-operation. Their task is to get through to the objective as quickly as possible, knocking out enemy infantry and machine gun posts en route. These posts will have been largely ignored or missed by the first echelon. The second echelon as a whole will move at infantry speed. The tanks in the second echelon should move at tank speed to deal with centres of resistance, etc., holding up the accompanying infantry.

(*e*) Lastly comes the third echelon of tanks and infantry, whose task will be to exploit the success achieved.

3. **Second Echelon Work.**

It will be seen from the above that it is in second echelon work that the real scope for infantry-tank co-operation lies. This co-operation can best be achieved if the infantry in this wave precede the tanks. It is suggested that the infantry should move forward conforming to the ground in section files, each section file making the best use of ground within the limits of the area allotted to it. The advantages of this formation are :—

(*a*) **Ground.**—The infantry will ignore the tanks and make real use of ground. If behind tanks they will always follow slavishly and tend to keep closing up, thus suffering casualties when the tanks attract fire.

(*b*) **Control.**—The tanks do not have to guess at "infantry speed." Drivers can see the men they are supporting, and there is no need for constant checking. Tanks can concentrate on "spotting" and troop control.

(*c*) **Intercommunication.**—Tank commanders can see the infantry go to ground when under fire and can usually spot the direction from which the fire is coming. The flight of any Verey light signal can be closely followed.

(*d*) **Target Spotting.**—Infantry can spot camouflaged enemy posts more easily than tanks can. When they do spot a target their task is to neutralise it by fire whilst the tanks go in to deal with it. It is easier for tanks to leap forward through the infantry than to turn round laboriously to find out why the infantry have stopped.

(*e*) **Fire.**—Tanks can fire over the infantry who have gone to ground, but infantry cannot always fire through tanks.

(*f*) **Morale.**—When experienced, the platoon commander feels he has solid backing behind him and knows that his signals will be immediately answered. With the tanks in front of him he is always wondering whether his signals for help will be seen and answered.

(*g*) **Ricochetting Bullets.**—This is always a danger if the tanks are in front.

The disadvantages are :—

(i) **Morale.**—Inexperienced troops like to see the tanks close in front of them and they may be " sticky " if the tanks are behind. This is a fault which a little training will soon overcome.

(ii) **Danger of Overrunning.**—This danger exists in any case when the tanks turn round to deal with opposition. It is up to the infantry to move if they are likely to be run over.

4. **Drill for Second Echelon Work.**

(*a*) Teach both infantry and tank crews (on foot) the normal drill for Section in the Attack (Section 25). Point out that there is no mystery in it. When a platoon of infantry works with a troop of tanks the infantry correspond to the " Rifle Group " and the tanks to the " Bren Group ".

(*b*) The platoon advances in three section files with Platoon H.Q. in rear of the leading section. The sections make the best use of ground and cover within the boundaries allocated to them and having regard to the fact that they must search out and clean up all enemy posts.

(*c*) On coming under fire the whole platoon gets down into a " Fire line " and returns the fire. The tanks will see by watching this return fire the approximate position of the target. The platoon commander will fire a Verey light in the direction of the target if he thinks that the tanks are still doubtful about its location.

(*d*) As soon as the infantry go to ground the troop commander will order the tank equivalent of " Right Flanking," " Left Flanking " or " Pincer." On receipt of this order the tanks go forward through the infantry and halt in positions which dominate the enemy posts, if possible having their guns sited as near to 90° to their supporting infantry as the safety of neighbouring platoons will allow. From these positions the tanks can keep the enemy well down in the bottom of their weapon pits. (Note particularly that the tanks merely " dominate ". They cannot kill enemy who are well dug in, and they will only sustain casualties if they go within grenade range. The actual clearing of the pits can only be done by infantry.)

(*e*) Infantry start working their way forward in groups as soon as possible and when the tanks neutralize the opposition (they may do this while on the move) they go in with the bayonet and tommy-gun, killing all enemy sheltering in the weapon pits.

(*f*) The infantry resume their single file or other appropriate formation and the advance continues.

(*Note.*—Infantry carriers will normally be working with this echelon.)

5. **Diagrams.**

The following diagrams illustrate the above drills :—

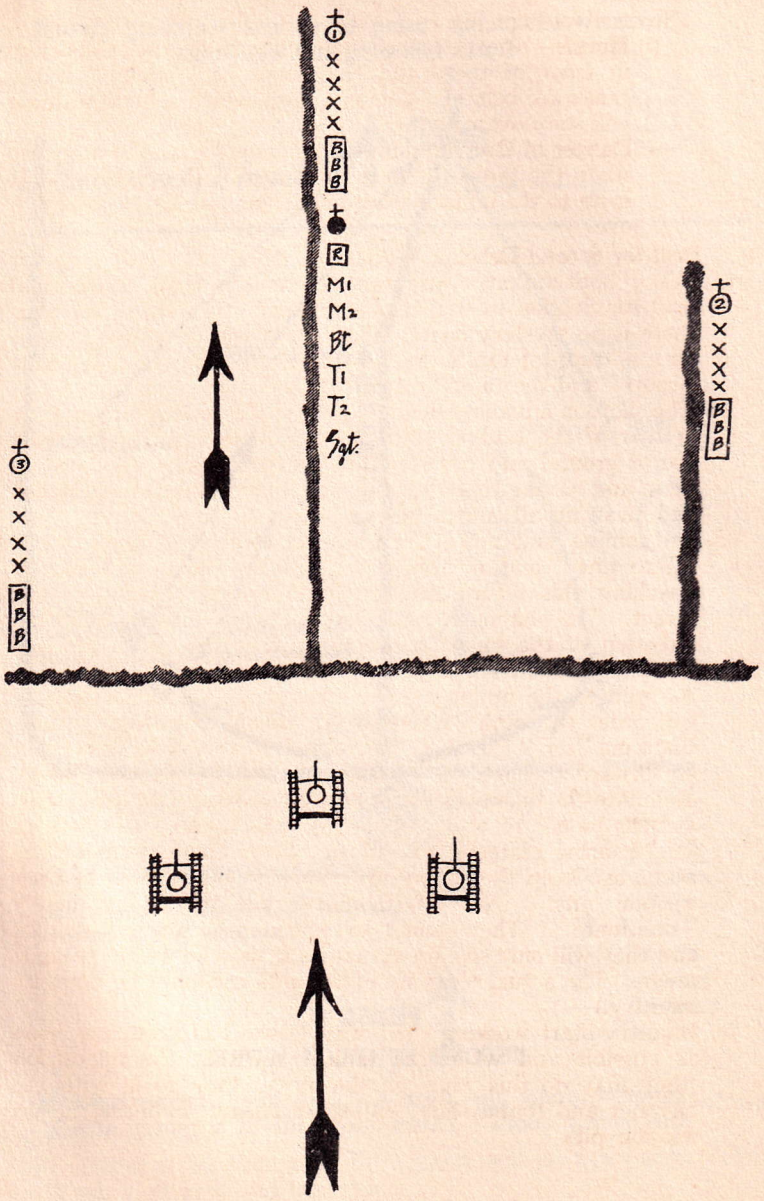


FIG. 8

PHASE I.

SECOND ECHELON WORK.

Infantry advancing, using cover and searching ground. Tanks following and watching.

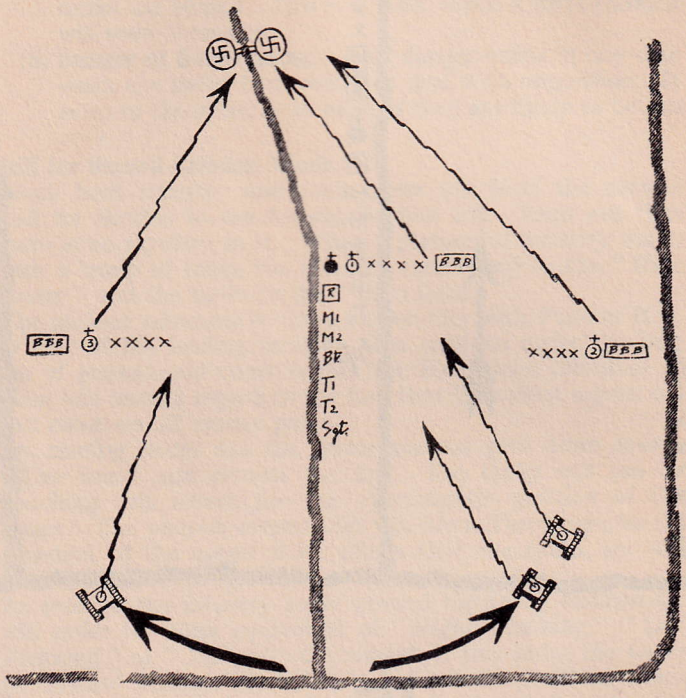


FIG. 9

PHASE II.

SECOND ECHELON WORK.

Infantry under fire form a "Fire line" facing towards the enemy posts. Tanks move off in a pincer attack.

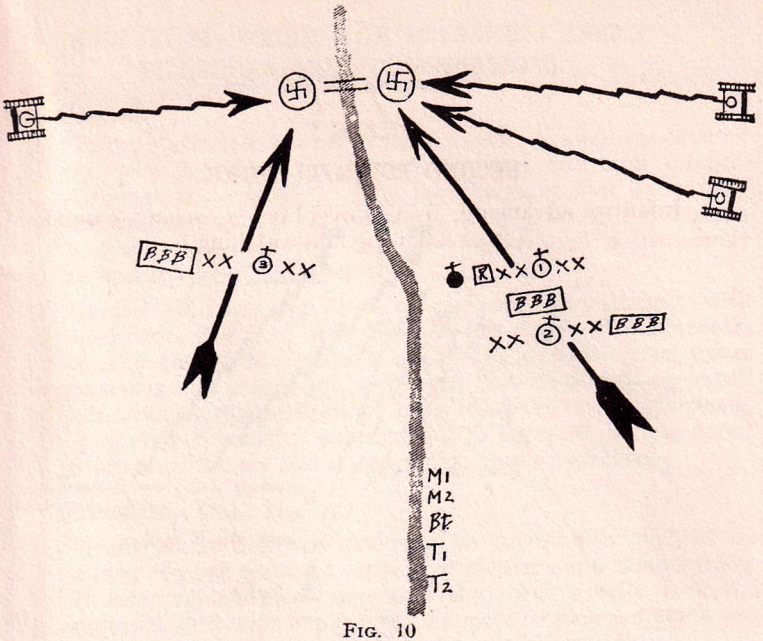


FIG. 10

PHASE III.

SECOND ECHELON WORK.

Tanks have halted out of grenade range of the enemy posts as nearly as possible at 90° to the infantry "Fire line." The infantry now assault and clear up the slit trenches, after which both infantry and tanks will continue the advance as in Phase I.

3. Points to Note.

(*a*) Carry out these drills as an exercise on typical country with hedges, ditches and properly camouflaged enemy posts. False lessons will be taught if the exercise is conducted on an open moorland with obvious pillbox defences. Large areas of the country should be tank-proof or semi-tank-proof.

(*b*) It is unlikely that the tanks will encounter enemy anti-tank guns, as these should all have been dealt with by the first echelon. If they do they will dart off at once and knock out the guns, helped by covering fire from the infantry. This covering fire may be very effective against the crews of anti-tank guns.

(*c*) In all second echelon work speed is essential. It is vital that the infantry should get up on to the objective as quickly as possible in order to relieve the first echelon of tanks. These tanks may be knocked out if left forward unsupported for any length of time. Hence the necessity for a drill.

Storming a pill-box

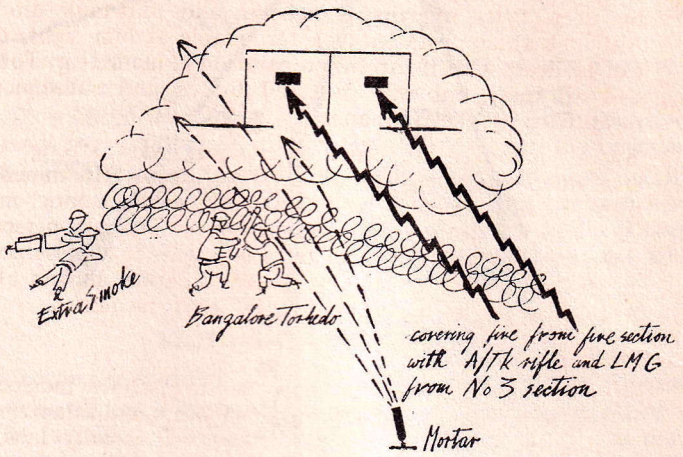


FIG. 11

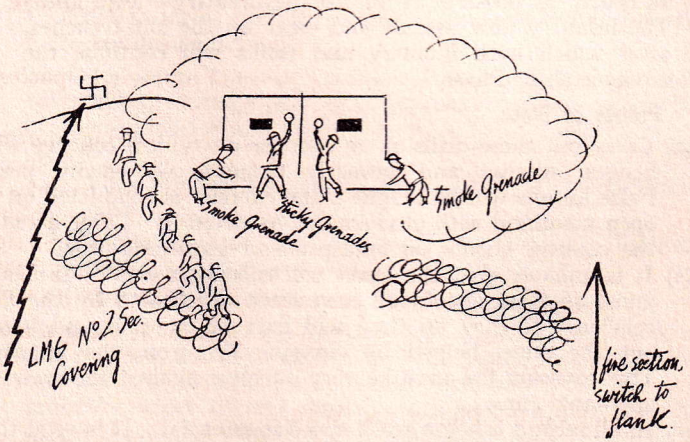


FIG. 12

SECTION 36—DRILLS FOR ATTACKING ENEMY PILLBOXES AND FORTIFICATIONS.

1. **General.**

(*a*) Enemy static defences may consist of rows of pillboxes covered by deep belts of wire, minefields and anti-tank ditches. Although these obstacles look formidable at first sight, they can be dealt with if careful preparation is made, e.g. Tobruk had all these but was captured by us and subsequently recaptured by the Germans.

(*b*) Enemy pillboxes are often of concrete, very strong, with steel doors and wire belts often 50 feet deep. His minefields usually consist of anti-tank mines and anti-personnel mines mixed in the proportion of four to one. The anti-personnel mine can be operated either by a trip wire or a press prong. It throws a canister containing 300 shrapnel bullets about 8 feet into the air and it can inflict heavy casualties.

2. **Principles.**

(*a*) Strong static defences can only be successfully tackled by mixed combat teams of sappers or pioneers and infantrymen. If infantrymen alone are used they will usually lack the requisite skill with explosives. Sappers or pioneers alone will not have the requisite armament for infantry fighting.

(*b*) If surprise is possible the attack will be made silently at night. Failing surprise, intensive covering fire from all weapons (especially anti-tank weapons) directed at the loopholes of the pillboxes will be used. Fixed lines will be necessary if this fire is to continue accurately through smoke and darkness.

(*c*) Cover by smoke or darkness is essential to success.

(*d*) The fire on pillboxes must be directed at their loopholes as these are the most vulnerable points.

(*e*) A simultaneous attack on several neighbouring mutually supporting pillboxes will give the best chance of success. Each post will then be pre-occupied with its own troubles and will fail to give adequate enfilade fire in front of its neighbours. The enemy has a system under which on the S.O.S. signal being given anti-tank guns are rushed to cover any breach. If several breaches have been made this plan may go wrong.

(*f*) A drill, and very careful rehearsals (if possible using a model) will be necessary.

3. **Attack on the Pillbox and Wire.**

Note.—An operation of this nature must of necessity be deliberate. This implies that time will usually be available to train and rehearse the assault teams. The following can therefore be no more than a guide as to the type of tactics to be employed. The details will vary with every operation.

4. **Organisation.**

(*a*) One pillbox, one platoon.

(*b*) Split the platoon as follows :—

No. 1 Section and Platoon H.Q. fire section.
No. 2 Section Bangalore and cut-off section.
No. 3 Section Pillbox clearing section.

A minimum of four sappers or trained infantrymen from the Pioneer Platoon will be added to No. 2 section to operate the Bangalore torpedo and the pole charges.

5. **Drills.** (See Diagrams.)

(*a*) Fire section opens heavy fire, the 2-inch mortar putting down smoke.

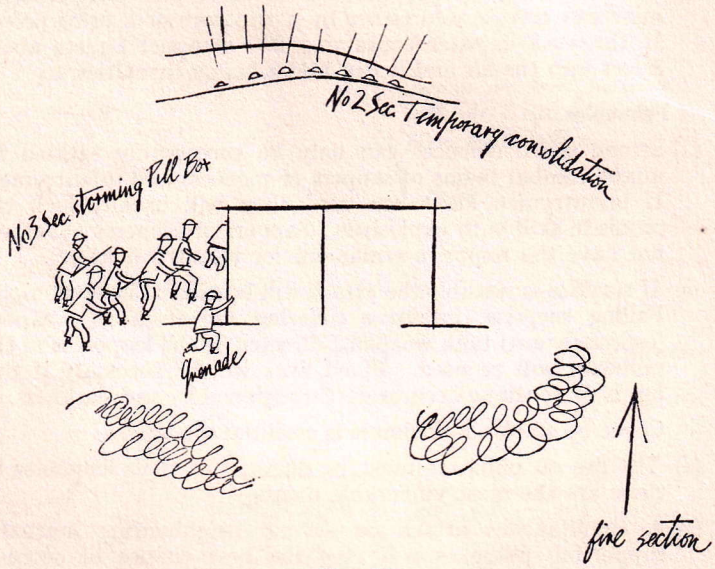


FIG. 13

(*b*) No. 2 section with attached pioneers moves forward keeping to as wide an angle as possible from the fire section (90 degrees is ideal but this will rarely be possible). The pioneers carry up the Bangalore in sections, place them, throwing extra smoke grenades or generators to thicken up the smoke, and withdraw to cover. The pioneer N.C.O. lights the fuse and withdraws.

(*c*) On the bursting of the Bangalore No. 2 section rushes through the gap and takes up a position beyond the pillbox killing any enemy it may find in slit trenches around the pillbox. The pioneers follow, place their pole charges up against the loopholes then join No. 2 section. Note that in crossing the

wire it is safe to assume that the Bangalore torpedo will have exploded most mines in the immediate vicinity and all mines in the actual furrow blown by the torpedo.

(*d*) On the bursting of the pole charges No. 3 section enter the pillbox and clear it using grenades. If the pillbox has a steel door this can be blown off its hinges by the use of sticky bombs.

(*e*) The platoon reorganises. Whilst this is going on the pioneers widen the gap in the wire and mark it with tapes.

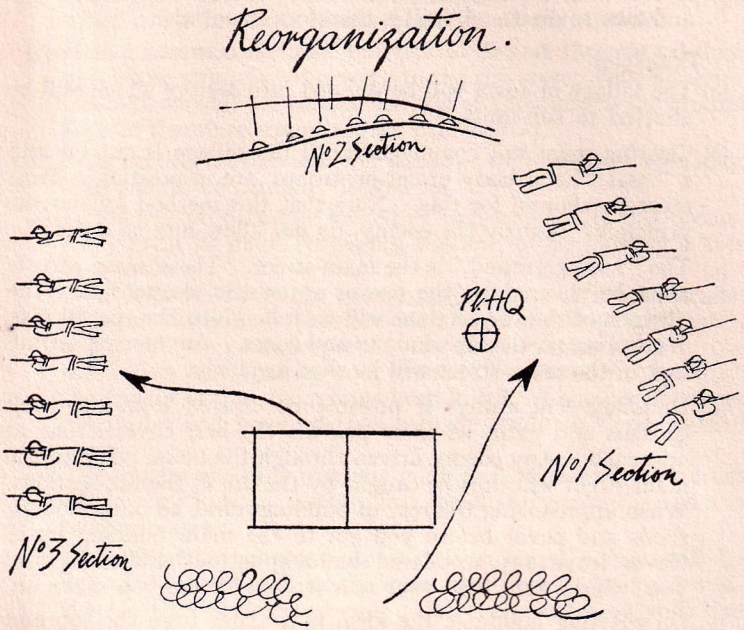


FIG. 14

6. **Points to remember.**

(*a*) The Bangalore torpedo will clear a 20-ft. gap in wire and a narrower path through most mine-fields.

(*b*) Pole charges are ineffective against the walls of strong pill-boxes. They must be on or near the loopholes so that they can kill the occupants by blast, and enlarge the loopholes.

(*c*) The sticky grenade is useful for this work and three or more tied together make an excellent pole charge. (Note.—Only one should be primed.)

(*d*) Thin belts of wire can often be dealt with easily without the use of explosives.

(*e*) Covering fire with so much smoke about must be very carefully controlled. Hence the necessity for fixed lines.

SECTION 37—DRILLS FOR HOUSE CLEARING.

1. **General.**

(*a*) Fieldcraft does not apply to the open country alone. It must be used in villages and towns too.

(*b*) Villages and towns will most probably be by-passed by the leading troops and will be later cleared by troops following up behind and specially detailed for the purpose.

(*c*) The clearance of buildings may be a costly undertaking and it will end in disaster unless every man knows what he is doing and how to do it. A drill is therefore essential.

Principles.

(*a*) The village or town will be divided into sectors which will be allotted to sub-units.

(*b*) Clearing must not commence until the village is cut off and a "seal" i.e. a body of cut-off troops, are in position. Time must be allowed for this. Note that this method follows the principle "destroy the enemy, do not allow him to retire."

(*c*) The "killing ground" is the main street. These main streets must be covered by the fire of automatic weapons and the riflemen of the fire sections will each be given the special task of covering particular windows and doors. Any person setting foot in the main street will be shot instantly.

(*d*) Buildings will always if possible be cleared from the back gardens and yards as these provide the best covered line of approach. Any enemy driven through the house out into the main street will thus be caught by the fire of the fire sections. When approaching the rear of buildings clear all outbuildings, sheds and cover before you get to the main building itself. Never leave any uncleared building or outbuilding behind you. Make sure that your rear is clear before you move on.

(*e*) On entering buildings the ideal is to enter from the top and work downwards, i.e. across the roof via the attic window. If as is generally the case you have to enter from the ground floor all efforts should be made to get to the top floor at once and to clear the house from the attic downwards. An enemy driven up higher and higher in a large building may become more offensive as he is always compressed and concentrated into a better and better fire position. An enemy driven downwards towards cellars is getting continuously into a worse and worse fire position. It is easier to throw a grenade downstairs than to throw upwards and it is very likely that an enemy driven downwards will feel tempted to escape into the main street. In a house which is very strongly defended it may not be possible to rush straight to the attic though this should be attempted. If the attempt fails there is no alternative but to work slowly upwards by careful fire and movement.

3. **Probable enemy defensive measures.**

(*a*) All main streets will probably be barricaded or will have road blocks, but the barricade or road block, once captured, may provide cover for the fire section. The first movement on approaching the village may therefore be a pincer or flanking movement by the sections of the leading platoons to seize the road blocks or barricades.

(*b*) It is probable that the outer perimeter of the village or parts of it will be strongly held. It is the task of the covering groups referred to below to reply instantly to any fire which may come from houses of this kind, also to watch the roof tops which are a favourite hiding place for enemy snipers.

(*c*) It is a common German practice to defend the ground floor of a house strongly, retreating to the top storey once an entry has been forced. A careful method of approach to the ground floor is therefore essential (see drill below).

(*d*) Wire netting is often put over windows to throw back grenades. This should be carefully looked for.

(*e*) Doors will probably be locked or barricaded. If this occurs, entry must be made through a window, or by blowing a hole in a wall.

(*f*) In a defended room the enemy may erect a corner barricade. This can easily be improvised with furniture, loose earth, etc., and it will be grenade proof. Do not therefore jump to the conclusion that because your grenade has burst in a room all the enemy in that room have been killed. Look out for these barricades and have another grenade ready to throw behind them.

(*g*) The enemy sites his machine-guns and rifles well back from windows or holes in walls. Top speed entry into the room is most necessary.

(*h*) In a defended village only certain selected houses will be defended. These will be the ones which occupy tactical positions, e.g. to cover crossroads. But every house on your line of advance must be searched from attic to cellar as you go along, for it is fatal to leave a house behind you occupied by the enemy. In conducting your search, when dealing with terraced houses look out for "mouseholing," i.e. the system by which the enemy makes holes in walls from house to house so that he can move down a terrace unhindered. This mouseholing may be in the cellar or concealed in the back of cupboards.

(*i*) Booby traps. It is unlikely that you will encounter booby traps in a defended village. Modern booby traps are so ingenious and can be so cleverly concealed that the enemy would find them of great hindrance to his own men. Booby traps should be looked for in a village which has been abandoned by the enemy. It is possible, however, that even in a defended village, houses which are not themselves defended may have been booby trapped. But the risk is slight and

forward infantry must be prepared to take it as a normal risk of war. They cannot wait for R.Es. to come up, and hesitation may mean the loss of the village. This is a very good reason when organising for house clearing for keeping the clearing group as small as possible so that any casualties which may occur in this way will always be proportionately small.

4. Section Drills for House-Clearing.

(*a*) Divide the section into :—

(i) Normal clearing group of four men—the section commander, one bomber, right doorman and left doorman. This will be sufficient to deal with the normal type of house. If a large house is encountered the clearing group must be specially augmented by men from the fire section or platoon H.Q.

(ii) Covering group—the Bren group with the remainder of the riflemen under 2 i/c section.

Covering group's task is to cover :—

(i) All windows, roofs, etc., which command the approach of the clearing group to the rear of the house to be cleared.

(ii) As far as possible to cover the flank exits from the village to kill any isolated enemy who may try to escape by filtering down a hedge or ditch.

(*b*) Section commander takes up a fire position from which he can cover the advance of his two doormen to the rear door.

(*c*) The left and right doormen carefully approach the rear door, using all cover available and keeping well below any ground floor windows. They throw open the door and call forward the section commander. If they cannot open the door, even by firing through it or with the butts of their rifles, the point of entry is changed to the most convenient ground floor window.

(*d*) Section commander enters the house at top speed, firing his tommy gun if opposed. He gets quickly away from the door and stands with his back to the wall at a point from which he can cover most of the room. He is followed immediately by the bomber, the left doorman and the right doorman (in that order) as soon as he signals the ground floor room safe.

(*e*) The right doorman stays downstairs with his back to the wall, covering the bottom of the stairs and the cellar head. The remainder go straight up to the attic at top speed, in the order of entry.

(*f*) The party work downwards, the left doorman opening each door of each room in turn. Section commander must make up his mind how he is going to enter each room and then do so, getting his back against a wall immediately. The bomber throws grenades as ordered by the section commander. He enters the room to assist the section commander in searching if required. The bomber is the section commander's personal bodyguard. The left doorman covers the men of the clearing group whilst individual rooms are being searched.

5. **Points to Note.**

(*a*) A demonstration of the wrong way of clearing a house (no method or order, ending in heavy casualties), followed by the right way, should be given by a demonstration section. Every section should then practise this drill repeatedly before going on to consider the drill for clearing a village.

(*b*) When houses are close together it may be possible, once the first house is cleared, to move to the attic of it, cross the roof and enter the next house via the attic windows. This may avoid fighting a way up the stairs. All movements across the roof should be made at top speed to avoid casualties from enemy snipers.

(*c*) As each house is cleared a search of the roof must be made in order to see that no enemy is hiding there.

SECTION 38.—DRILL FOR PLATOON CLEARING A VILLAGE.

Note.—Very small hamlets or large farms may be given to a single platoon to clear when the following drills will apply :—

1. **Drills.**

(*a*) Provide the " seal ". This should be the platoon sergeant with the batman and one or two men from the fire section. They go immediately to the rear of the village without being seen and are in position before clearing commences. Platoon sergeant should be given immediate orders to do this before the " O " group assemble. The " seal " must allow the enemy to think their line of retreat is open. Their " killing ground " must be on the enemy's main line of retreat, well clear of the village. To trap the enemy like rats in the village, will only make them more determined to fight.

(*b*) Fire section get in position to cover the main street with individual riflemen watching all windows and openings. The platoon may have to fight to get the fire section into position. This will be an ordinary platoon attack. Clearing must not start until the fire section is in position.

Orders.

" Shoot at sight any person setting foot in the main street. 2 section right, 3 section left ; work away from the fire section." (See Figure 15.)

(*c*) Signals. A Verey light or other prearranged signal will be fired by the platoon commander to indicate that the village is clear and that it is safe for his own men to come out into the main street. If the main street is curved or on a curved slope the fire section will only be able to cover the first few houses and they will need to move up as soon as these houses have been cleared. This can be arranged by making the clearing sections give a progressive signal to the fire section as each house is reported clear, e.g. a handkerchief hung on the end of a rifle stuck out of a window.

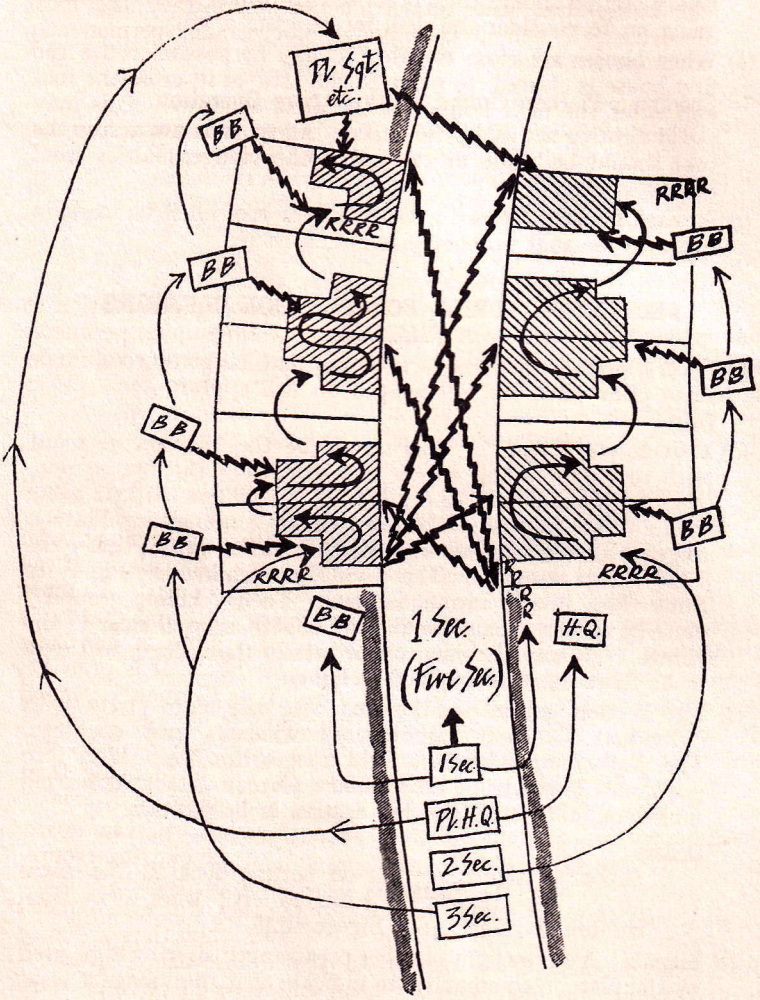


FIG. 15

(*d*) Platoon headquarters should be located in the area of the fire section, with the task of protecting the rear of the fire section and providing reinforcements.

(*e*) Platoon Commander should establish himself in a good O.P. (as near the fire section as possible) from which he can read the battle and send reinforcements where they are most needed. He should co-ordinate, not remain permanently with one section.

2. **Specimen Platoon Orders for the Above Operation.**

"Defended village 300 yards. Main street runs away from us. We will assault this end and clear the village.
Pincer.

1 section—fire section.

2 section—right.

3 section—left.

Mortar—3 H.E. on village now and smoke by observation to assist 2 section. I will lead 2 section. On gaining perimeter 2 section will clear right, 3 section left. Clearing will commence on one long blast on the whistle from me. Other signals. Questions? Move."

3. **Points to note.**

The following general points should be noted in connection with the above drill.

(*a*) **Civilians.**—The question of dealing with any civilians who may be left in the village is a difficult one particularly, if the operations are taking place in a friendly country. It must be realised that the German is a ruthless killer and that he is unlikely to allow any person to remain alive in a village defended by him who is not working for him. It is probable that any person in civilian clothes in a German defended village is either a German attempting to escape in stolen civilian clothes or a fifth columnist. All free civilians will either have been killed or ejected or will have made their escape. This has been proved again and again in Russia.

(*b*) Although you must give all the grenades you can spare, including any extra ones you can get, to the clearing groups, they must endeavour not to become too grenade-minded. If they throw grenades into every room they will soon exhaust their supply and will have none available when they are most needed. This is a matter of battle discipline. (*Note.*—Dropping grenades down chimneys may be effective on some occasions.)

(*c*) Shoot through all doors, ceilings or wooden walls before entry, but search carefully as well. Do not assume that you have killed everyone by your fire. The enemy may lie down or may stand against a wall when you are shooting up through the ceiling. (Remember the T.M.G. has not enough muzzle velocity to penetrate a strong thick ceiling.)

(*d*) If the houses have front gardens, investigate these carefully from the upper windows before passing on to the next house. If these front gardens are very large special arrangements will have to be made for the fire section to move up and clear them.

(*e*) The fire section must keep moving up as and when necessary. Clearing should not go on unless the main street is covered. The fire section should advance by fire and movement. The fire section should detail a clearing group as it may be required to clear a house or front garden which cannot be tackled by one of the clearing sections. In rare cases houses are found which can only be entered off the main street. These can also best be cleared by the fire section as they move forward.

(*f*) Don't forget to clear churches. The enemy is very fond of making churches into strong points as they have good thick walls. Look out for an enemy O.P. in the church tower or for enemy snipers similarly placed.

(*g*) **The Anti-tank rifle.**—This weapon is useful in village fighting. It can be brought up to fire through walls into rooms known to be occupied by the enemy.

(*h*) **2-inch Mortar.**—Smoke from this weapon may be of use in helping the approach to awkward buildings. It should be used with reserve however, as it may help the enemy to escape. 2-inch mortar H.E. can be fired at short range direct into any large open windows.

(*i*) **3-inch Mortar.**—If a 3-inch mortar detachment is under command this can be used to burst bombs inside buildings.

(*j*) "68" grenades fired from the discharger cup will penetrate walls and burst inside. The S.T. grenade has an even better effect.

(*k*) If a platoon encounters a large farm it can clear this either by treating it as a village or by adopting the method shown in Section 36 of clearing enemy out of woods or isolated cover. It is for the platoon commander to decide which is the more appropriate method and to make this clear in his orders. If the farm buildings are grouped round a central roadway resembling the main street of a village then the village fighting system will be the best to adopt. If the farm buildings are indivisible then the farm must be treated as isolated cover. Whichever system is used however, the method of actually clearing the buildings when reached is as above detailed.

SECTION 39—DRILL FOR CLEARING ISOLATED COVER AND SMALL WOODS.

1. General.

Bodies of enemy, particularly air-borne or parachute troops, may try to lie concealed in groups of farm buildings or similar isolated cover at any stage of a battle. These conditions may occur both in the offensive and the defensive.

The main purpose of such an enemy is usually to lie hidden in order that he may carry out nefarious work, which may be to snipe small bodies of British troops, to carry out sabotage, act as fifth columnists, etc. The very fact that the enemy is lying up in woods or cover shows that he is not aggressively minded **at the moment.** His morale is probably low and it will fall rapidly to zero if he is attacked quickly, resolutely and methodically. His reaction when attacked will be to hide himself more carefully than ever in order to avoid capture. On the other hand his morale will rise if time is allowed to run on, if the search made is perfunctory and careless, or if he finds himself able to organise offensive groups behind a thin line of beaters who, having made a careless search, have gone merrily on.

Therefore **Speed and thoroughness** are essential in searching close cover.

The best way to show a platoon the real necessity for a drill in this operation is to take them to a thick wood in which about 10 enemy have been concealed, and leave them to clear it using their own methods. They will usually miss several of the enemy who can come out of the wood then and show themselves.

The following drill only applies in its entirety to woods, thickets and isolated cover of that type. If the enemy is concealed in isolated farms or similar buildings this drill can still be adopted, but the method of clearing the buildings themselves when reached, is as laid down for house clearing.

2. Method of teaching.

After a short lecture on the drills the platoon should go out and practise on the ground against a wood represented by four flags with instructors concealed in the "wood" acting as enemy. As soon as every man in the platoon has learned the pattern, the platoon should go out and carry out the operation using an actual wood in which live enemy have been concealed.

Later the platoon should carry out the operation using live ammunition against targets concealed in the ground which can be operated by pulleys.

3. Principles.

(*a*) **Speed.**—Circle the wood with fire immediately. Tie the enemy up in a bag so that escape is impossible. Bren groups are best for this job.

(*b*) **Thoroughness.**—If the wood is very thick about 5 yards per man is all that can be managed. This will compel you to drive the wood down its length, not its breadth. If the wood is too wide for your platoon, surround it by fire and wait for the arrival of a larger force. It is no use skimping this job. You will fail and lose all your men.

(*c*) **Direction.**—It is always as well to drive the enemy towards his likely goal or objective. Try to work out what he is doing in the wood and where he wants to go and try to drive him in that direction.

(*d*) **Killing ground.**—Try to drive the enemy out into a good killing ground—a good clear open space where your automatic weapons will have an easy task.

(*e*) **Mobile reserve.**—Must be kept to deal with enemy who escape from the net. They can be kept mobile by the use of the platoon truck and the best position for this reserve is between the wood and the enemy objective.

Of the above principles, (*b*), (*c*) and (*d*) may easily be mutually conflicting. If the wood is a very long one but narrow and you have few men available you can only beat it lengthwise, however undesirable this may be. Again the good killing ground may only exist at one end of the wood, whilst the known enemy objective may be at the other. All these factors must be weighed up in a lightning appreciation and the best compromise solution selected.

4. **Drills for the Platoon Commander.**

(*a*) Find the best O.P. and go to it. This can often be done off the map.

(*b*) From the O.P. make a lightning appreciation weighing up the above principles.

Model appreciation.—" Which way do I want to beat the wood ? " Consider (*a*) shape of the wood, (*b*) killing ground, (*c*) enemy objective, (*d*) wind, which may be vital if smoke is to be used.

(*c*) Place the stops in position, using the three Bren groups for this needed to circle the wood with fire. If there is dead ground and covered exits leading out of the wood, additional men may be necessary to cover them. Standing orders to the Bren groups should be : " Kill anyone who shows his nose outside the wood ". It is only necessary for the 2 i/c to come up to receive these orders.

(*d*) Send for the " O group consisting of Pl. Sjt., 3 Sec. Comds. and 1 mortar man.

(*e*) Detail the beaters :—

(i) normal platoon with thick wood can find about 10, but never stint the beaters. If a cut in numbers is needed, cut down the mobile reserve.

(ii) give all the T.M.Gs. either to the beaters or the support groups.

(*f*) Detail the support groups :—

(i) Have an N.C.O. commanding each group if possible.

(ii) Give each group a number to avoid confusion when they are called for in the wood.

(iii) normal platoon can find three support groups of three men each.

(*g*) Detail a mobile reserve and indicate its position :—

(i) Site it on a road or track if you can.

(ii) Site it between the enemy and his objective.

(iii) It is usually best to include the platoon serjeant and the anti-tank rifle and riflemen in this group.

(*h*) Give a rendezvous for the whole platoon at the end of your orders.

(*i*) Detail the success signal (e.g. a white verey light) to be given by you to indicate that the wood is clear. Your men may be shot otherwise as soon as they emerge from the wood. Once the success signal goes up all men in the wood make for the R.V., using the best cover available. This drill is necessary as the possibility of enemy in British uniforms should not be overlooked.

Note.—The platoon commander should always command the beaters personally from the centre of the line.

5. **Drills for the Platoon.**

(*a*) **The Stops.**

(i) Speed. The operation cannot start until you are in position.

(ii) You must find a fire position from which you can cover every inch of the flank detailed to you, particularly any covered lines of withdrawal from the wood.

(iii) You must get to that position unseen and you must remain unseen.

(iv) You must kill any person who comes out of the wood before the success signal is given.

(v) Once success signal goes up cover move of rest of platoon to R.V. and follow them there as soon as they are in position.

(*b*) **The Beaters.**

(i) Form up in an organised line parallel to the fringe of the wood which has been selected as the point of entry. Wait until the stops are in position. Set sights at 200 yds.

(ii) Enter the wood in an organised line which stretches from edge to edge.

(iii) Speed through the wood is not important, but a thorough search of every inch is vital. The pace through the wood must be that of the slowest man. Don't hurry. Dodge from tree to tree and from fire position to fire position.

(iv) When any part of the line of beaters encounters trouble all beaters get down in line in cover and fire in the direction of the opposition, if they know approximately where the enemy is and if the ammunition situation is satisfactory. A burst of fire into a likely thicket will do no harm and it may make the enemy break cover. Use of FIRE through the wood is of the utmost importance.

(v) All beaters observe to their front and search the ground in front of them carefully. Don't use easy routes. Go straight through thickets; fire into any likely hiding places.

(vi) Halt at the end of the wood and await the success signal.

(vii) Try to keep *quiet* and listen for orders, and remember that the platoon commander is in the middle of the line, controlling it.

(*c*) **The Support Group.**

(i) Keep close enough to be in contact with the beaters.

(ii) When called for by the beaters, go in through them and kill the enemy. Try to execute a flanking movement covered by the fire of beaters. It is the beater's job to contact the enemy and kill him by fire. It is your job to kill him if they fail.

(iii) Observation. When moving through the wood your task is to observe the trees above the heads of the beaters. The enemy is fond of trees as hiding places.

(iv) Do not pursue enemy who run away; get down and shoot him.

(v) The drills are—

(*a*) "Beaters down", given by any member of the beaters as soon as he is under effective fire.

(*b*) No. 1 support group forward there (indicates the position of the enemy).

(*c*) "Clear" from the commander of the support group.

(*d*) "Clear on the right" and "clear on the left" shouted out by the N.C.Os. on the flanks.

(*e*) "Beaters forward" from the Platoon Commander.

(*d*) **The Mobile Reserve.**

(i) Find a good O.P., let the platoon serjeant occupy it and "read the battle" continuously.

(ii) Remainder of the reserve can be close by on the platoon truck.

(iii) Kill any enemy who may break out and try to escape.

(iv) Be bold—go at the enemy in the truck and fire from it if need be.

(*e*) No one will leave the wood until the success signal has been put up by the platoon commander.

6. **Diagrams.**

The following figures illustrate the above drills :—

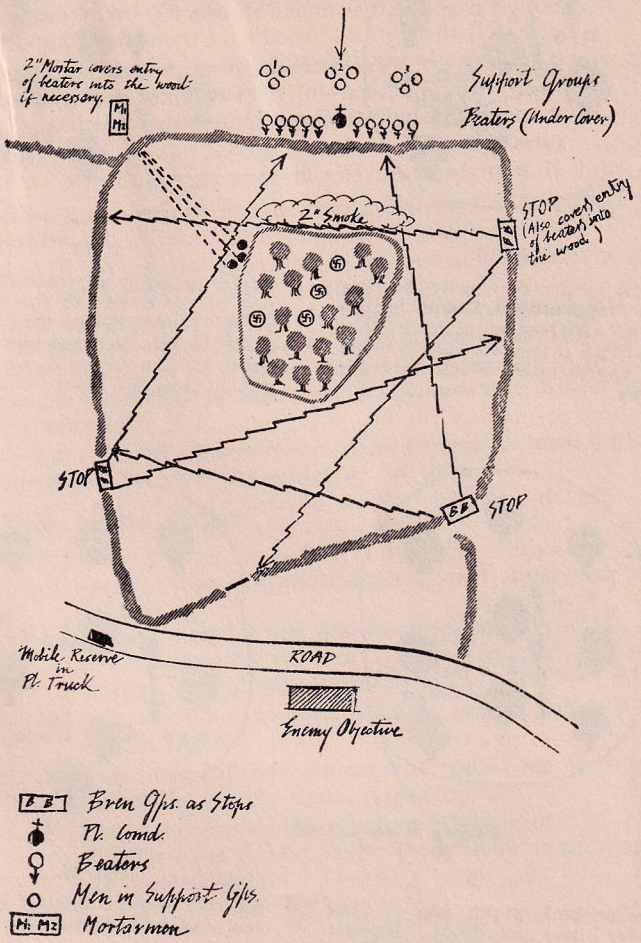


FIG. 16

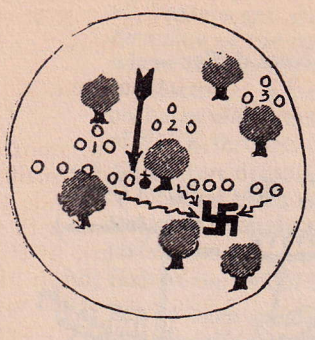


FIG. 17

Beater locates the enemy, he fires, calls "3 support group" and "beaters down". All beaters get down in line and FIRE if they are able to locate the approximate direction of the enemy.

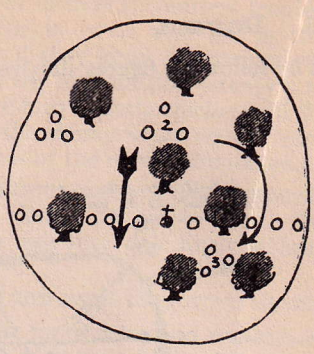


FIG. 18

Beater indicates approximate location of the enemy to the support group. They go in with the bayonet, ready to fire from the hip. They either kill the enemy or report the ground clear and shout "clear".

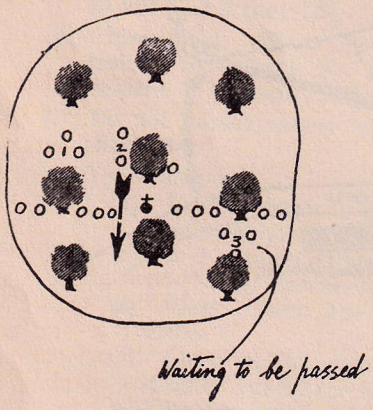


FIG. 19

The support group has shouted "clear" and got down. Platoon commander now orders "FORWARD". All now move forward except No. 3 support group who wait until the line of beaters has passed over them.

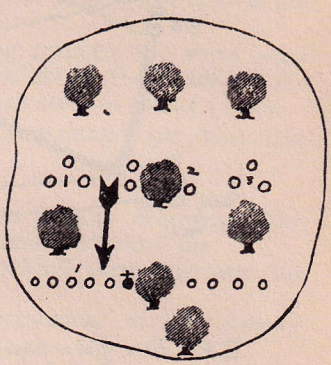


FIG. 20

All have resumed original positions and advance is continued.

7. **Specimen Orders.**

(*a*) **To the Bren Groups.**

"I shall beat the wood from there to there. No. 1 cover left flank of the wood from that hedge. No. 2 cover the front of the wood and the right flank from that bank.

No. 3 cover the beaters into the wood : then cover the near edge of the wood from the area near that tree. R.V. that house. Signals as usual. Any questions ? Move."

(*b*) **Specimen Orders to "O" Group (Platoon serjeant, No. 1 mortarman and 3 section commanders).**

"I shall beat the wood from there to there. The stops are in position. They are there and there. Beaters remainder of No. 1 and 2 sections. No. 3 section will provide two support groups. Mobile reserve—platoon serjeant with the anti-tank riflemen and the batman on the truck (if truck is available—failing that on foot). Position down that track. Mortar, prepare to cover the near edge of the wood with smoke if I signal two white lights. I shall only signal if my entry into the wood is opposed. I will command the beaters. R.V. that house. Signals as usual. Any questions ? Move."

Note.—The platoon serjeant must be a member of the "O" group in this drill.

SECTION 40—DRILL FOR RIVER CROSSINGS BY A PLATOON.

1. **Without boats—improvised means.**

Forward troops will always cross rivers by any improvised means that are available. Many can be devised. Some examples are :—

(*a*) Utilisation of existing resources, e.g., fords, locks, intact or slightly damaged bridges, local boats, etc.

(*b*) Wading or swimming.

(*c*) Using toggle ropes joined together.

(*d*) Floating on planks or boughs. Three boughs about 5 feet long and about 4 to 6 inches in diameter lashed together into a triangle with rope are sufficient to support several non-swimmers. Alternatively this triangle will support one man with a Bren gun well above water level, thus enabling the gun to be fired whilst crossing over.

(*e*) A very buoyant raft can be made by lashing together 4-gallon petrol tins and boughs.

(*f*) The canopy of a truck (with the iron stays) makes a good "boat" for ferrying equipment.

(*g*) Clothing and equipment can be wrapped up into parcels made up of two gas capes folded together. When using gas capes for this purpose the sleeves must be carefully folded and the parcel tied up with the tapes of the capes. These bundles are usually sufficiently buoyant to support a non-swimmer, but it is extremely difficult to make them completely watertight.

All platoons must practise improvised river crossings frequently, so that they look on a water obstacle as something to be taken in their stride.

Take special steps to get the arms and ammunition over by the driest means available: if left to the individual man you may easily find them ruined by water.

Don't forget that respirators are also ruined if water is allowed to enter the canister.

2. Use of Assault Boats.

If boats are available their successful use will usually depend on :—

(*a*) Speed.

(*b*) Surprise.

(*c*) Careful preparation.

(*d*) Complete silence.

Bridges will probably have been demolished. All platoons must learn to treat river crossings as part of their everyday business and to use boats with silence and skill.

To reach the necessary standard of training and to avoid noise at night, a drill is necessary. Every man must know exactly what he has to do, where he has to sit in the boat, and where he has to go when he lands. There should be no need for verbal orders. When this drill has been mastered any platoon can cross a river with ease in complete silence.

3. Drill for the Platoon Commander.

(*a*) Reconnaissance before reaching the river bank. Get all the information you can from the map, air photographs or reconnaissance reports if available, reports from patrols or from local inhabitants.

(*b*) Issue a warning order to the platoon and instruct one section to collect and off-load the boats and to inflate the reconnaissance boat.

(*c*) Go to the river bank and find a suitable crossing place having regard to the width of the river, the current, the slopes or obstacles on both banks, and pick out your platoon objective on the other side.

(*d*) Issue your orders to the " O " group (consisting of the platoon serjeant, three section commanders and No. 1 of the 2-inch mortar).

Model orders as follows :—

" Enemy holding that ridge.
9 platoon will cross on our left, 7 platoon on our right.
We, 8 platoon, will cross from here to there and consolidate bridgehead there " (point).

" No. 1 section—covering section.
No. 2 section—boat erecting section.
No. 3 section—local protection section.
Boat erecting point in that copse.
Mortar, 3 rounds H.E. by observation and cover the crossing with smoke if you hear the covering section open fire.
Boatloads as usual.
Signals.
Any question ?
Move."

4. **Notes on the Orders.**

(*a*) The boat erecting point should always be far enough away from the river for the noise made in erecting the boats to be unheard. If this cannot be done arrangements will have to be made for extraneous decoy noises to be made to cover this noise.

(*b*) Always site the covering section at least 50 yards away from the embarkation point. The covering section must try to draw enemy fire away from the embarkation point.

(*c*) The section detailed as boat erecting section will provide four men only to erect the boat and two men to man the reconnaissance boat.

(*d*) The suggested plan for a platoon of 32 is :—

No. 1 section covering section.
No. 2 section boat erecting section.
No. 3 section local protection section.
No. 2 rifleman and No. 2 bomber of No. 2 section will man the reconnaissance boat.

5. **Drills for the Platoon.**

(*a*) The covering section move down and take up their position advancing in two groups with " one foot on the ground ".

(*b*) The reconnaissance boat men carrying their boat, move down behind the covering section to the platoon commander and cross the river at the point indicated by him. The reconnaissance men's job is to see that the landing point selected is suitable and that the immediate area is clear of the enemy. They will not be needed if the river is so narrow that the platoon commander can see all he needs to see from the opposite bank. At night reconnaissance men signal the all-clear by tugging on a string.

(*c*) The platoon serjeant forms up the assault parties under cover and gets them ready to embark immediately. It is his job to stay on the river bank to supervise the embarkation and to push off the boats as they leave.

(*d*) The platoon may expect to have one boat only. This will make four trips and it is suggested that the boat loads should be as set out below. The suggested seating in the boat is shown on the diagram (Figure 21).

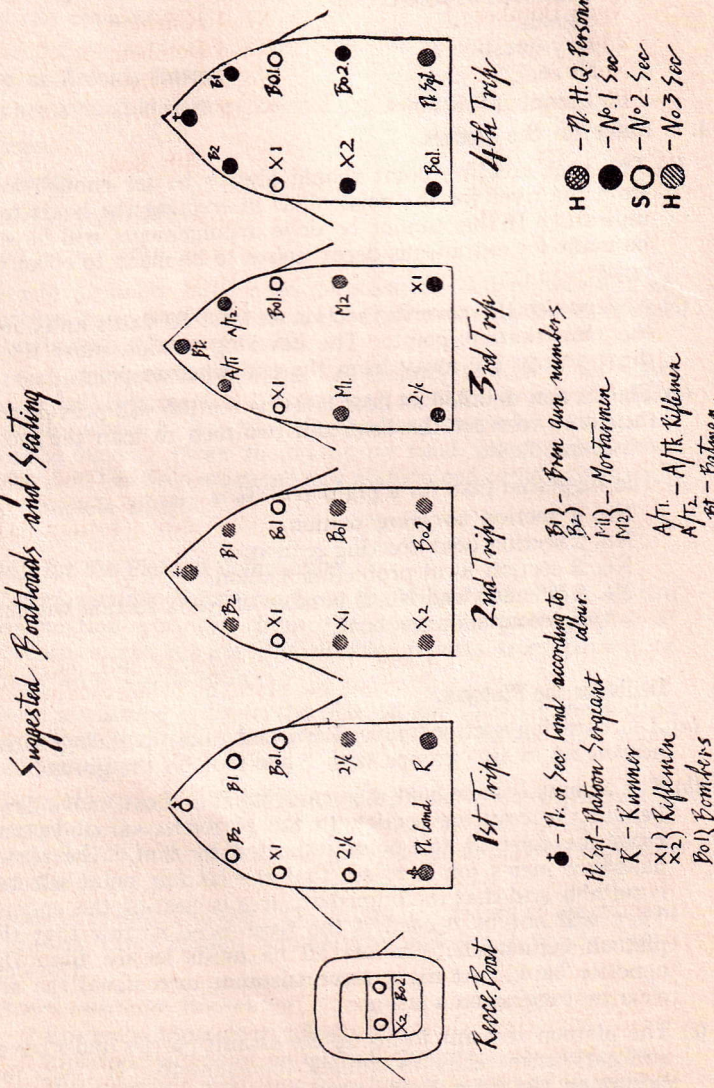


FIG. 21

1st Boat.

No. 2 Sec.—
Sec. Comd.
No. 1 Bren.
No. 2 Bren.
No. 1 Rifleman } Ferrymen.
No. 1 Bomber }
2 i/c.
No. 3 Sec., 2 i/c.
Pl. Comd. and Runner.

2nd Boat.

No. 3 Sec.—
Sec. Comd.
No. 1 Bren.
No. 2 Bren.
2 Ferrymen.
No. 1 Rifleman.
No. 1 Bomber.
No. 2 Rifleman.
No. 2 Bomber.

3rd Boat.

No. 1 A/Tk. Rifle.
No. 2 A/Tk. Rifle.
Batman.
Two Ferrymen.
No. 1 Mortar.
No. 2 Mortar.
No. 1 Sec., 2 i/c.
No. 1 Sec., No. 1 Rifleman.

4th Boat.

No. 1 Sec.—
Sec. Comd.
No. 1 Bren.
No. 2 Bren.
Two Ferrymen.
No. 1 Bomber.
No. 2 Rifleman.
No. 2 Bomber.
Pl. Sjt.

(*c*) On reaching the far bank No. 2 section (first to cross) goes straight ahead. No. 3 section (second to cross) goes to the right. Platoon H.Q. goes to the middle. No. 1 section (last to cross) goes to the left.

6. Points to Note.

(*a*) Fire and movement must always be used on both sides on the river. On landing, sections must form up before moving off.

(*b*) This drill will most often be carried out at night. Every man must know his boat and his seat in the boat.

(*c*) Note the seating positions in the boat. The T.M.G. and Bren gun are in the nose of the boat. They land first and take up a position from which they can cover the landing of the remainder. Men must have their rifles at the ready during the crossing so that they can fire from the boat (this is not practicable at night).

(*d*) Once this drill has been learned it can be easily adapted. In action it will probably have to be adapted to allow for casualties, extra weapons, etc. The platoon commander will usually have time whilst waiting for the assault boats to come up, to rehearse. He should do this by taping out a model river on any piece of ground and putting every man through the motions which he will have to perform on the actual operation.

(*e*) The drill can, of course, be varied if a larger number of boats is allotted and a larger number of paddles. The drill given is based on the minimum equipment. Additional paddles should be picked up by the passengers and used by them. It is not advisable to allow for more than two ferrymen.

(*f*) If the river is wide and the current strong it will be necessary to change the ferrymen after each trip.

(*g*) The drill leaves the assault boat on the far side of the river. Arrangements may have to be made with the next following platoon to supply men to bring the boat back. The reconnaissance boat can be placed in the first empty assault boat and brought back. It is unlikely to be needed urgently on the far bank.

(*h*) Plenty of practice at this drill is required. It is not something unusual and should be regarded as part of everyday routine.

(*i*) An alternative method of crossing using ropes instead of paddles should also be practised. One way of using these ropes is to attach the rope to both ends of the boat and pull the boat backwards and forwards by means of the ropes. If ropes are not available signal wire can be used. This method is quicker and more silent than the paddle method, but it cannot be used on wide rivers.

SECTION 41—NIGHT PATROLS.

1. General.

Night patrols are one of the best methods of locating enemy posts. They may also be used to find gaps and to lead our own troops through these gaps for a surprise attack from the rear.

They are of the greatest importance in infiltration tactics. Whole sections and even platoons may often succeed in penetrating the enemy positions by night.

2. Principles.

(*a*) **Field-craft.**—Much practice in daylight is necessary before ability to move silently at night can be acquired.

(*b*) **Reconnaissance and Keeping Direction.**—Picking out landmarks by day and careful day reconnaissance from a concealed O.P. constitute the first lesson. This should be followed as soon as the drills have been learned by traversing a special course embodying every known type of difficulty which a patrol is likely to encounter.

(*c*) **Carriage of Tools.**—A dump of tools may be placed at one control point to be carried to the next point.

This training may be carried out as a competition within a time limit, points being deducted by observers for noise, lack of control, talking, etc.

(*d*) **New Uses.**—There are many novel uses for night movement in mobile warfare, e.g. the finding and destruction of enemy tank and vehicle harbours, or enemy guns and headquarters. Night infiltration is of the utmost importance; it may be the basis of a major attack.

3. The Drills.

(*a*) **Figure 22.** A section on night patrol in open country.

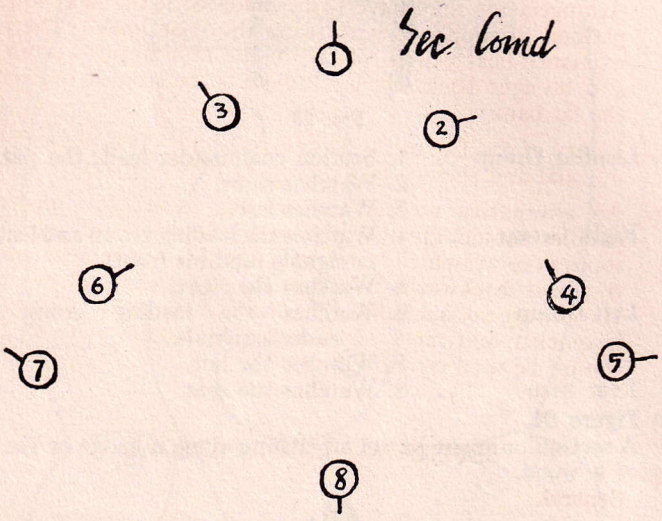


FIG. 22

Notes.

(i) Section leader No. 2 and No. 3. This group leads the patrol.

(ii) Nos. 4 and 5. This group protects and watches right flank.

(iii) Nos. 6 and 7. This group watches and protects left flank.

(iv) No. 8 (and Nos. 9 and 10 if available). This group watches and protects the rear.

(v) The arrow on the above diagram shows the field of observation allocated to each man.

(vi) The men in each group must be within touching distance of each other on a dark night.

(vii) The distance between each group will vary with the visibility.

(*b*) **Figure 23.** A section on night patrol advancing along a road.

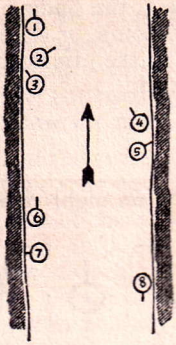


FIG. 23

Leading Group	..	1. Section commander leads the patrol.
		2. Watches right.
		3. Watches left.
Right Group	..	4. Watches the leading group and leader's signals (and his front).
		5. Watches the right.
Left Group	..	6. Watches the leading group and leader's signals.
		7. Watches the left.
Rear man	..	8. Watches the rear.

(*c*) **Figure 24.**

A section on night patrol advancing along a hedge or the side of a wood.

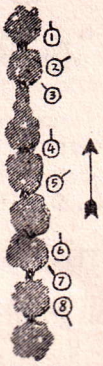


FIG. 24

1. Section commander leads the patrol.
2. Watches right flank.
3. Watches left flank.
4. Watches the leading group.
5. Watches the right flank.
6. Watches the group in front.
7. Watches the left flank.
8. Watches the rear.

A SECTION ON NIGHT PATROL.

(Clearing a house, hut or similar enclosure.)

(*d*) **Figure 25.**

A section on night patrol searching a house, hut or small enclosure.

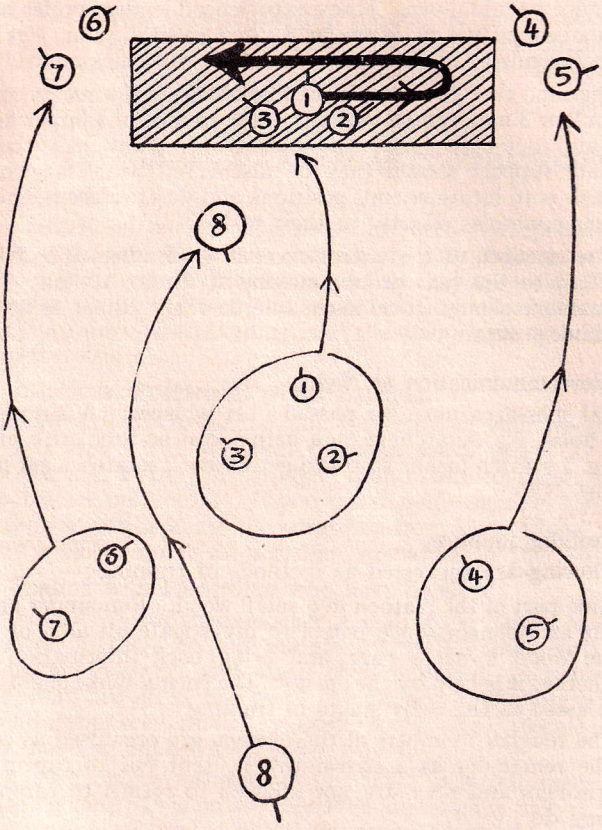


FIG. 25

1. } Section Commander with his two men enter to search,
2. } protected by :—
3. }
4. } Watch the front and right flank.
5. }
6. } Watch the front and left flank.
7. }
8. Watches the rear.

Nos. 4, 5, 6 and 7 will get into position first. When they signal " All clear," Nos. 1, 2 and 3 will come forward and enter the area to be searched. No. 8 will remain watching the rear.

3. **Practising the Drills.**

As soon as the above formations have been practised as a drill by day, and thoroughly learned, men should be practised in them at night, with whispered words of command.

4. **Size of Patrols.**

This cannot be laid down. Many experienced leaders prefer to keep a reconnaissance patrol down to 3, 2 or even 1 man, but if the patrol is intended to fight—larger numbers will be essential.

It is suggested that good results can be obtained if a reconnaissance patrol of 2 or 3 men can be sent out in the middle of a larger fighting patrol and detached, near the objective. They can then get immediate support should they be discovered whilst at work, or if the task is to locate enemy positions and destroy them, they can lead their comrades silently to their task.

If the strength of the patrol exceeds 8, numbers 9 and 10 are best added to the rear group, making it up to 3. Any further additional men should travel in the middle of the patrol, or be added to the flank groups.

5. **Intercommunication at Night.**

Essential messages must be passed in a whisper. A simple non-human noise, e.g. scratching on a gaiter, can be used with an easy code, e.g. 1 scratch means stop and get down, 2 scratches get up and move on.

6. **Patrolling Practice.**

The following are suggested as methods of training :—

(*a*) Hide part of the platoon in a small wood. Remainder are sent out as reconnaissance patrol to investigate an area of which the wood forms a part, and bring back information as to whether it is held by the enemy. The enemy make slight noises to assist in the early stages of training.

(*b*) The tougher members of the platoon are organised as enemy. The remainder as a patrol will be sent out to capture two prisoners and they are not allowed to return to camp until they do.

(*c*) The platoon carry out a night river crossing followed by a fighting patrol on the far side.

(*d*) Part of the platoon are put out as sentries in imaginary enemy positions. The remainder are organised as a patrol detailed to find gaps in between these positions.

(*e*) On a larger scale an entire German outpost line can be organised out of a platoon of infantry and two 3-inch mortar detachments. Posts should be about 50 to 100 yards apart. This line of outposts is tempted to fire by rifle fire directed at it. It then becomes alarmed and opens up with live ammunition (firing into stop butts erected in between its own and the British outposts). By observing this fire the British patrols

must estimate the whereabouts of the German weapons and posts, then infiltrate between them, and attempt to destroy the enemy mortars. This exercise is very realistic and exciting and gives the 3-inch mortars the opportunity of a night shoot. Safety precautions, however, need careful working out.

The actual task of locating the mortar positions can best be done by detaching a small reconnaissance patrol near the objective or possibly by detaching two such patrols (see paragraph 4 above).

SECTION 42—ACTION AGAINST PARATROOPS.

1. General.

The attack on enemy paratroops presents few special problems. Paratroops, once they have landed, are just ordinary soldiers who suffer from the great disadvantages that they are isolated, that they have few supporting weapons, and that they may have sustained a shock or injury when landing. All the advantages lie with ordinary ground troops.

2. Attack on Paratroops whilst Landing.

If paratroops try to land within the range of your weapons, shoot at their feet. You will find them an easier target as they land or easier still as they are grouped round their container attempting to extract arms from it. If you can manage to cover this container by fire you will separate the paratroop from his weapons. Troops in Crete inflicted up to 80 per cent. casualties in this way.

3. Dealing with Paratroops who have Landed.

Paratroops can cut themselves free, collect their arms, assemble and move off in three or four minutes. They are very nervous during the actual descent, and when they find that they have landed safely and are all in one piece the dangers of dealing with enemy ground troops seem relatively insignificant. Their morale is therefore high, not low, immediately after landing.

Do not act on the assumption that paratroops will linger near their dropping zone. It is no use receiving information half an hour after paratroops have landed and then making straight for the dropping zone. You can safely assume that they will have moved off and it is no use stalking empty parachutes.

4. Drill for the Platoon Commander.

On receiving information that paratroops have landed, the platoon commander must :—

(*a*) Ascertain the approximate time of landing.

(*b*) Work out how long the paratroops have had to collect their kit, assemble and move off.

(*c*) Work out the probable distance from the dropping zone.

(*d*) Look at the map, noting what likely objectives lie near the dropping zone.

(*e*) Try to deduce where the paratroops will now be.

(*f*) Having made that deduction, decide either to take his whole force to the most likely objective in order to protect it or to get his platoon to a position between the paratroops and their objective or alternatively to divide his force in an endeavour to carry out both these tasks.

(*g*) In dealing with paratroops only one pace can be set—the maximum pace of which the platoon is capable ; speed now will make all the difference between success and failure.

5. **Exercise.**

Realistic exercises for training for this type of action can be arranged without the aid of paratroops. One platoon can represent the paratroops at the dropping zone, an umpire can supply the information that they have landed and the general situation issued can indicate certain likely objectives. The platoon undergoing training should be sited at a spot which gives the platoon commander the opportunity of using his brains to make a plan and the physical fitness of his platoon to execute the plan. A scheme which commits the platoon to a move of a mile and a half with the task of organising a hasty defence or a rapid attack is the ideal.

SECTION 43—BY-PASSING.

In infiltration tactics the normal action of leading troops (unless specifically ordered to do otherwise) will be to by-pass any opposition they encounter, working round to the flanks or rear, and leaving the enemy defended locality to be dealt with by following troops. If this procedure is adopted the enemy may attempt to retire, or if he fights on he is likely to be demoralised by feeling that he is surrounded.

Enemy localities will most often be sited to cover roads and tracks. It will therefore usually be found that by-passing involves a difficult cross-country manoeuvre calling for great skill in fieldcraft.

In order to get all troops " by-pass minded " frequent exercises should be held, embodying this situation.

SECTION 44—OFFENSIVE TRAINING.

1. As soon as the offensive battle drills have been learned platoons should be constantly practised in them by carrying out realistic exercises. These exercises should be designed at the same time to test their physical fitness. Troops should move in full equipment and be kept moving at the double throughout. First exercises should last half a day only, being gradually lengthened until several all-day exercises in succession can be undertaken. The following are some suggestions :—

(*a*) **Platoon Following Up a Retreating Enemy.**—This is merely a series of attack " legs " which give the platoon commander scope either for a pincer or flanking movement. " Legs "

should be gradually increased in length and should be chosen to give the platoon commander scope to put into effect all he has learned about fieldcraft lines of advance and battle drill. A conference should be held immediately after the conclusion of each "leg," when every detail is discussed and every point brought out. "Legs" done badly should always be done again; great benefit can be obtained by doing the same exercise several times.

(*b*) **An Otter Hunt.**—A similar exercise to the above, but based on the use of ditches and streams for infiltration. The waterways of England very often provide the best covered lines of approach and as they wind about they are often very difficult for the defenders to cover by fire. Troops are disinclined to use deep streams and will only learn how valuable they are by hard experience.

(*c*) **Platoon By-Passing and Attacking Defended Villages.**—The platoon is given an axis of advance and as a leading platoon it meets opposition from a defended village. It carries out the manoeuvre of "by-passing," covering its movement by smoke and fire when enemy interference is encountered.
The platoon (now treated as a following platoon) is later given the task of clearing an enemy defended village.

(*d*) **All-day Scheme.**—This should consist of a series of disconnected incidents each of which give scope for putting one or the other of the drills into practice, i.e. a flanking movement, pincer movement, wood clearing, river crossing, by-passing and a static infiltration.

(*e*) **Bullets and Bayonets.**—This is a series of similar platoon exercises in which live ammunition is used by all the platoon weapons.

(*f*) **General.**—Enthusiasm on exercises. Whenever possible a spare instructor should be used to watch fieldcraft and camouflage throughout and to inculcate the hunting spirit into every exercise. The atmosphere to be created should be that of a pack of hounds thoroughly enjoying their chase; never that of a group of dispirited men who have been sent out to expiate their sins.

(*g*) **Mistakes.**—Don't expect too much of your men in the early stages. When they have thoroughly mastered the battle drills they are novices who have just had 24 golf lessons. Don't expect them to go out and do the course in bogey.

CHAPTER III

PLATOON BATTLE DRILLS FOR OFFENSIVE DEFENCE

SECTION 45—GENERAL.

1. Defence training must be made interesting or the men will learn little or nothing.

2. All training in defence must be made thoroughly offensive. Defence is part of offence—it may immediately follow the bayonet.

3. Every private soldier must be taught defence in every detail; it is not just a matter for officers and N.C.Os. It is the men who have to fight to hold positions and they will do this better if they are told clearly "Why and How". It is the private soldier who mans the Bren gun.

SECTION 46—PRINCIPLES.

The following over-riding principles apply to all forms of defence.

(*a*) **Concealment is paramount in defence. ("Don't be concealed—be invisible!").**—This is a war of concealment. It has been proved over and over again that it is the hidden machine-gun which destroys the attack even when the defence has been otherwise overcome. Concealment is so important that it must be regarded as at least the equal to "field of fire". Whilst considerations of "field of fire" will pull the defender one way, considerations of concealment will pull him the other. He must give equal prominence to both.

In order to stress the importance of concealment put on the following demonstration.

Three or more "enemy" section posts should be prepared beforehand, forming part of a defensive position which has been occupied for less than 24 hours. These positions might include :—

(i) Four weapon pits dug in the open to get the maximum field of fire.

(ii) Section post prepared as illustrated in Infantry Training App. IV, Diagram i.

(iii) A section post defiladed from its direct front.

Students are taken to a viewpoint to consider the attack on this position, and are asked to indicate points they would like the artillery to neutralize during their advance. All will probably select (i) and other points which appear obvious enemy positions. Send forward umpires with fireworks to indicate the artillery fire on the targets selected by the majority and then advance with students on the line of attack. Fatigue men in posts not neutralized will open fire at 300 yards when able to see the attack.

dont be concealed be....

INVISIBLE!

(*b*) **Defence is Offensive.** Slogan : **" Offensive Defence ".**—Every defensive force, however small, must have a mobile force as an integral part of it capable of sallying forth to hit the enemy. It is fatal to get a static Maginot complex. (This principle will be fully discussed later.)

SECTION 47—FORMS OF DEFENCE.

As far as the Platoon Commander and N.C.O. are concerned there are various forms of defence, of which the following are the main ones :—

1. **Isolated Defence.**

Nothing less than a company should normally be detailed to hold an isolated locality. In exceptional circumstances a platoon may find itself isolated, i.e. when there are no other friendly troops holding localities near enough to give direct fire support. When this occurs you must be selfish and site all your weapons for the immediate protection of your own locality.

Your task now is to make quite sure that no enemy sets foot inside your preserve.

This rule is obvious and it is only stated in order to contrast it with the one which follows.

2. **Mutual Defence.**

This implies that you have other platoon localities near enough to put down fire in front of your locality, because they can usually do this for you from a flank better than you can do it for yourself, firing direct to your front. But, of course, there must be a *quid pro quo* and you must do the same for them. Thus a network of fire is built up and you are more immediately concerned with keeping the enemy out of your neighbour's locality than out of your own ; you are, of course, also responsible for your own all-round protection, assisted by your neighbours. But you must be unselfish.

Your primary task now is to protect your neighbour's preserve.

3. **Hasty Defence of a River-line, Estuary, etc.**

This system only arises where an army, forced suddenly on to the defensive, is compelled hastily to clutch at an anti-tank obstacle to gain time whilst proper defensive localities in depth are prepared behind. It should not be confused with the organized defence of an anti-tank obstacle where there has been some time and material for preparation.

The principle governing this form of defence is that an obstacle is only an obstacle to the enemy when covered by fire. He will soon find any weak spots which exist and cross at them. Fire superiority along the whole length of the obstacle is therefore essential, because if any part of the obstacle is lost the whole obstacle throughout its length is compromised.

Secondly, it is of vital importance that a mobile reserve should be close at hand to restore that fire superiority along the obstacle at any point where it may be lost. To achieve this it may sometimes be necessary to sacrifice depth.

SECTION 48.—THE DRILLS FOR DEFENCE.

1. **Drill for Isolated Defence.**

(*a*) **Principles.**

(i) The defence of the site is paramount. Be selfish ; don't be led astray by any other considerations.

(ii) Get all-round vision and all-round fire.

(iii) Road communications are vital to the attacker. Therefore block all roads and cover all blocks with fire.

(iv) The distance between the section posts must of necessity be influenced by the size of the site to be protected. But subject to this, section posts must be as compact and close together as possible so that infiltration between them can be prevented by mutual support.

(*b*) **Drills.**

(i) On arrival at the site put out a defensive screen and establish the best temporary O.P. you can find. The screen can best consist of one or two Bren groups. The O.P. must be in a position from which it can give warning of enemy approach.

(ii) Make your reconnaissance and plan, bearing in mind all the while—

(i) Concealment—" Invisibility ".
(ii) Mutual support between sections.

(iii) Sectors. Allot to each section a sector of the total perimeter for which it is primarily responsible, covering an arc which includes, if possible, the front of a neighbouring section.

(iv) Road blocks. Block all roads, siting the actual blocks where they can be covered by fire from the section posts.

(v) Permanent O.P. Find the best permanent O.P. and arrange for this to be manned.

(vi) Mobile fire unit. Offensive defence. You must organise a mobile striking force to go out and hit any enemy trying to infiltrate down covered approaches. You will find the composition tasks and method of handling this force fully set out in Mutual Defence (q.v.)

(vii) **Priority of tasks**

(*a*) The knife comes before the spade. Wire comes last. Clear fields of fire. Defence is a matter of fire superiority. Be careful not to spoil concealment.

(*b*) Dig weapon pits : the two man pit is the ideal. (See Mutual Defence where these matters are fully discussed.)

(*c*) Wire. Do not " bulls-eye " the post. If wire is going to give away your post to the enemy do not use it. Conceal wire in hedgerows or make an artificial fence of it. All wire must be covered by fire. A good use of wire is to force the enemy to deploy out of a likely covered approach.

(viii) Anti-tank rifle and 2-inch mortar. These weapons must not be left in platoon H.Q. for opportunity shoots. Give them definite positions and tasks. (See Mutual Defence.)

(ix) H.Q. Site platoon H.Q. centrally if possible. Try to obtain bomb proof cover. Avoid an obvious house. Get a house with good cellars (e.g., the local P.H.).

(x) **General.**—It is more than likely that strong points nowadays will consist of company or battalion localities, because an island of resistance which is isolated must be strong and must be capable of standing up to attacks by large forces, including tanks. When this happens the effect on you (Pl. Comd.) will normally be that your platoon localities will have others on its flanks. You should then make your dispositions as for mutual defence.

2. **Drills for Mutual Defence.**

(*a*) **Principles.**

(i) Modern defences have to resist thrusts of enormous power often supported by tanks. Isolated platoon localities are not strong enough to resist these thrusts and therefore in defence the Platoon Commander will normally find himself as part of a company or larger locality. This company or larger locality will usually be based on anti-tank defences—i.e., it will be the sort of area where tanks will find themselves in difficulties. These " tank-proof localities " will be surrounded by anti-tank obstacles, e.g., woods, villages, rivers, and these will be supplemented by minefields and wire.

(ii) These tank-proof localities—or islands of resistance—will be sited in great depth—depth reckoned not in yards but in miles—so as to control all roads and important communications, e.g., canals, railways and airfields. The enemy will have to attack and capture them if he wishes to use these communications.

(iii) Inside most localities will be a mobile striking force ready for immediate counter-attack, the counter-attack role having been carefully rehearsed and been provided with adequate covering fire (Offensive Defence).

(iv) There may be gaps in between the tank-proof islands of resistance into which the enemy will be tempted to thrust. He can then be attacked in the flank and destroyed by the counter-attacking forces.

(v) The defence of each island depends largely on enfilade fire surrounding it. A zone of bullet swept country which no enemy can cross, must encircle the anti-tank locality. In order to get this enfilade each locality must try to protect its neighbours as well as look after itself.

Enfilade fire from Brens is far more effective than frontal fire and depends for its effect on the dangerous zone of the Bren.

The platoon commander should think of himself as having in his pocket three impenetrable wire barriers each as long as the dangerous zone which he must unroll on the ground in his mind's eye in the best possible positions, to protect the platoon areas on his flanks.

If he puts these rolls of wire down first and then starts thinking about the site for his platoon locality he will not go far wrong. If he sites his platoon locality first and thinks about the bullets (i.e. the barrier) afterwards he will probably go wrong.

(vi) The following drills are designed to teach the private soldier how to site his weapons for defence. Although in war all these drills will be performed normally by officers and N.C.Os., it is absolutely essential that the private soldier should understand them. He will then know what he is about.

(*b*) **The Drills.**

(i) **Drill 1.**—The Platoon Commander on reaching the area allotted to him must throw out a screen, strong in fire power, but weak in numbers (e.g., one or two Bren groups) to protect the area during reconnaissance, deployment and while digging, wiring, etc., is going on. He must also man the best possible O.P. (possibly a tree, hill or top of a house).

(ii) **Drill 2.**—Platoon Commander goes to Company Commander's " O " Group for orders.

Three questions he must ask if they have not been answered by the orders he has received.

(*a*) Where is the COMPANY killing ground ?

(*b*) Where are the platoon areas on my immediate flanks ?

(*c*) Where is the area in which I may site my own locality ?

Note the sequence of these questions. The Platoon Commander is thinking first of the place where the bullets are required to fall, next of the localities he must protect, and lastly of his own site.

(iii) **Drill 3.**—Roads are paramount in defence—therefore, "Hold all roads". An offensive cannot be developed without an axis of advance which will take wheeled transport. Even if the enemy successfully infiltrates off the road he will ultimately be forced to attack and force his way down it in order to get his transport and supplies up. No better example of this could be given than the recent German defence of Halfaya. Although our forces advanced for 200 miles beyond Halfaya by a left flanking movement, they found that they were compelled to detach a force to attack Halfaya in order to get up supplies through the blocked road.

If a road runs through the area therefore it must on no account be used merely as a convenient boundary dividing platoons or companies. It must be treated as a V.P.—as an island of resistance—even though it is situated right in the centre of a mutual defence system. The drill to be applied is that for Isolated Defence and the further drills set out below should be disregarded.

Particularly in England and France will it be found that roads are masked by hedges, banks, trees or walls and in order to cover all these difficulties by fire a platoon at least (much more probably a company) will be needed. Fire must not be drawn away for other purposes and it is always better to defend the road in strength even if a gap has to be left in order to do it, than to aim at a weak though continuous belt.

(iv) **Drills 4 and 5.**—Let us suppose that there is no road in the area. The Platoon Commander now has to find the best site for his platoon weapons.
How does he do this, what method does he employ? The wrong method is illustrated diagrammatically below.

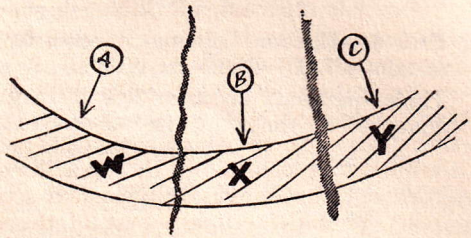


FIG. 26

A, B and C represent platoon localities. The shaded area W, X, Y, is the company killing ground. The commanders of A, B and C are shooting straight to their

front as if each platoon were in a water-tight compartment responsible for the bit of front opposite him only. In fact, each platoon fire plan has been planned with regard to that platoon's front only. What if the enemy attacks from the rear or the flank as he will if he can ?

The following shows diagrammatically the system platoon commanders should adopt :—

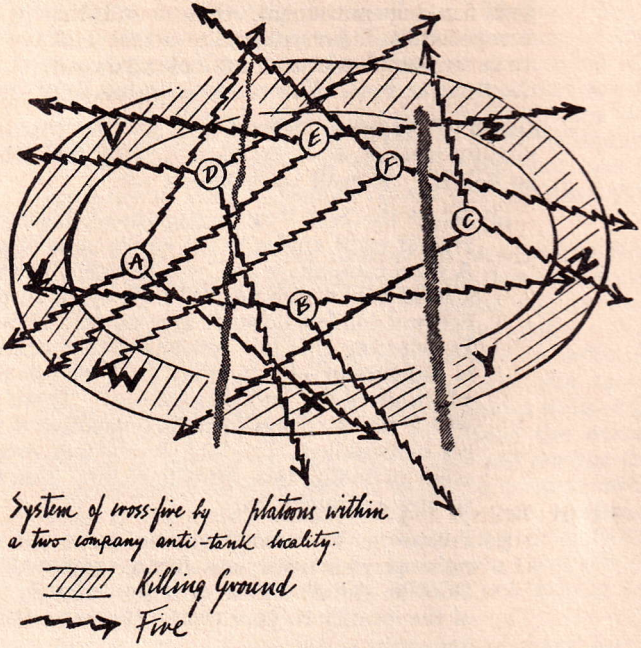


FIG. 27

Note that the company killing ground in the correct diagram is greater than the company front—it must extend for the length of at least one platoon locality on either side of the company front (areas V and Z in the above diagram).

The one area for which each platoon locality is NOT primarily responsible is the area directly to its front. Although that area is an important secondary responsibility it is the primary task of the localities on the flanks to screen the platoon locality which lies between them.

In reconnoitring his platoon locality the Platoon Commander must know :—

(*a*) What he is looking for, and

(*b*) How to look for it.

The two following drills are simple and are designed to help the Platoon Commander to solve this problem.

Drill 4 is this: No matter how large the area allotted to your platoon, never attempt to occupy an area more than 100 yards square. The whole of your platoon must go into this area. You are looking for an area within an area. But what sort of area do you want? Drill No. 5 supplies the answer.

Drill 5 is: Find that platoon area which gives the best possible enfilade cross fire shoot in front of the platoon areas to your flanks and yet leaves you a good shoot to the front as well. You are looking for Vs of cross fire.

(v) **Method of Applying Drills 4 and 5.**—The Platoon Commander now knows what he is looking for. How does he find it? A good procedure is:—

(*a*) Select the best "camouflage line" bisecting your area at right angles to the enemy axis of advance. A good camouflage line will be one that gives you a good field of fire not too high up to be plunging fire, not too low down to give no field of fire at all. In selecting this line remember that concealment is paramount—follow that path across the area which gives the best concealment. Don't go anywhere where concealment is impossible if you can get concealment, i.e., look for hedges, woods and cover in finding this camouflage line. Don't expect to find a straight line.

(*b*) Following the camouflage line, go to the extreme right of your area, face front, right incline, LIE DOWN. Observe the area immediately in front of the locality to your right. Memorise the field of fire.

Swivel round on your stomach until you have reached a left incline. Memorise the field of fire again.

You now have in your mind a single V of fire that is a possible arc for one of your forward guns.
You can now move inwards down the camouflage line for a **maximum** distance of 100 yards towards the centre of your area. You need not move so far; 30 to 60 yards is ideal, 100 yards is the outside limit. Again lie down, repeat the drill. Again memorise the field of fire and you now have in mind a pair of Vs.

Next as a drill select another position on the camouflage line about the centre of your area. Repeat the two drills here again about the same distance apart, getting a second pair of Vs. Lastly,

repeat the two drills at the left edge of your area, getting a third set of double Vs. You now have in mind these three sets of double Vs. Stop and think for a minute and just decide this simple question. Which of the three sets will give you the best shoot ? SELECT the one you most prefer, discard the others, and wipe them out of your mind.

(vi) **Drill 6.**—Liaison—an unbroken chain. Before finally deciding, consult the commanders on your flanks. They will by now have reached a similar stage in their own drills and there can be a meeting at a central R.V. The essence of the system is mutual support, and you will fail unless there is give and take. Indicate now your chosen position and agree to make any slight adjustments that may be necessary in order to make sure that the cross-fire of your colleagues covers you and that yours covers them.

(vii) **Drill 7.**—You have now decided on arcs for the Brens of two sections and have settled where these two section posts are to be. Drill 7 is the **mental** picture which crosses your mind before you go any further. Your platoon locality is to be a battleship—one indivisible whole. The three section posts are the gun turrets. You must link them together by continuous walls of fire. If the Admiralty were to try to defend the Atlantic Ocean by cutting up their battleships and dotting their turrets about on their own, it would be no more absurd than if you were similarly to split up your weapons in isolated section posts. The whole of your battleship must fit into the 100 yards square you have selected; you cannot tow the 2-inch mortar out behind in a dinghy.

(viii) **Drill 8.**—Your battleship is triangular in shape with its turrets fixed at the corners. You have three section posts, therefore a rough triangular shape must give you the best all-round protection. You have already sited two points of the triangle in the earlier drills. The third point is therefore easy to find. First move forward a maximum of 100 yards (keep concealment in mind all the while). Consider any suitable positions you find there. Next go back through the posts about 100 yards and again consider any suitable positions. SELECT the most suitable position with as wide a field of fire as you can find and you have your third post definitely settled.

(ix) **Drill 9.**—Now decide priority of tasks.

(*a*) Take out the knife, matchet or bayonet and clear fields of fire. Make sure your weapons can do their tasks but don't interfere with their concealment. **You must win the fire fight in defence as in attack.**

(*b*) Dig weapon pits, not forgetting alternative and dummy trenches. Most of these tasks can be carried out simultaneously. Dummy trenches should always be sited at least 100 yards away from the nearest post and keep well clear of your neighbour's platoon locality with it, too ? (Two spades—one for the real positions, one for the dummies.)

Note.—Wire. You will not have much of this in mobile warfare. Don't " bulls-eye " the post ; use it to block likely covered approaches at points where they can be covered by fire, or conceal it in real or artificial hedgerows.

(x) **Drill 10.**—Defence is a fluid and not a static affair. Even the platoon must have a force capable of taking the offensive—capable of counter-attack by fire by day and with the bayonet at night. Organise a mobile fire unit for offensive defence. This is the best answer to enemy infiltration tactics. Go off and examine all likely covered approaches or enemy forming up places in your vicinity. You may find two or three of these which are out of range or out of view of your platoon weapons as sited. You must prepare concealed positions dominating these likely approaches into which the mobile fire unit can go and from which it can inflict casualties and possibly deceive the enemy as to the defensive lay-out. The platoon localities will be regarded as a BASE from which your mobile fire unit manoeuvres.

The following points should be noted about this mobile fire unit :—

(*a*) Suggested composition. Platoon sergeant. Nos. 1 and 2 of the Bren from the section post which can most easily be spared, plus one man from each of the remaining sections. (It is, however, better to send a complete section if circumstances will permit.)

(*b*) Never send the unit more than 1,000 yards from your locality. Don't send it any further than you need. (100 to 200 yards is ideal.)

(*c*) Arrange a signal for withdrawal (e.g. verey light or Bren signals). The platoon sergeant should be left to fight as long as he thinks fit without interference from you, but you will need to recall him if you are heavily attacked from another flank.

(*d*) A fire unit is out to inflict casualties. It must therefore be prepared to accept casualties. As long as enemy are being killed or delayed it must fight on even up to 50 per cent. casualties, but the

gun must get back. It will be needed in your platoon locality.

(*e*) It follows that a covered line of withdrawal must be carefully reconnoitred.

(*f*) Practice extra men in this mobile task, organise a complete duplicate if possible. Still better, let every man on the site understand and practise this role in order to keep up their offensive spirit.

(*g*) The company commander will, of course, lay down which tasks are to be tackled by which platoons and which left to be dealt with by other supporting weapons, e.g. the 3-inch mortar, or the carrier platoon. He may deal with all offensive tasks by keeping a central reserve for the purpose.

(xi) **Drill 11.**—Use your anti-tank rifle and 2-inch mortar. Do not dump them in platoon H.Q. for opportunity shoots.

Select two or three likely " dead ground tasks " for your 2-inch mortar. Prepare dug-in base plate positions, aiming marks, range card, and allow the mortar to complete ranging. The mortar can then be relied on to put down accurate fire, even when blinded by smoke or darkness; it should be given one S.O.S. task. The anti-tank rifle is not very effective against modern tanks, but good against armoured cars or enemy concealed behind tanks or walls. Give it definite tasks, definite positions, and see that range cards are made and range marks selected.

3. **Points to Note.**

(*a*) All defensive localities must be as tank proof as possible. By following the above drills, i.e. with particular reference to the camouflage line and the use of the two-man slit trench (see section drills below) the platoon commander will automatically have arrived at the most tank-proof portion of his area.

(*b*) A difficult problem in defence is always: " How am I going to deal with all covered approaches whilst at the same time keeping the platoon locality compact? " By use of the above drills the platoon commander has the best of both worlds.

(*c*) The larger company tank-proof locality should always be kept in mind and this platoon drill regarded as a subsidiary part of it.

(*d*) In war all the more important platoon drills will be done by the company commander, who will be much more precise in delimiting the platoon area. But it is essential in

training that the platoon commander should be compelled to do all these drills for himself and that all his subordinates should understand them too.

(*e*) It is impossible to overstress the importance of rendering the locality tank-proof—of keeping tanks out of it. This must be done by liberal use of anti-tank mines if there are no natural obstacles available.

4. **The Section Commander's Drills in Mutual Defence.**

(*d*) **Tasks.**—No. 9 of the above drills outlined the section commander's tasks. It is so important that these should be correctly performed in detail that a separate lecture, demonstration and practice should always be given on this subject.

(i) The need for clearing the field of fire needs no elaboration. Fire is always the first consideration.

(ii) The slit trench. It is of the greatest importance that every private soldier should understand that the slit trench is not a makeshift excuse for the old fire bay but a very big step forward. It was one of the most important of the lessons of Crete that, whilst the old fire bay was easily spotted by the enemy and heavily shelled and dive-bombed, men concealed in weapon pits usually avoided discovery and casualties.

(*b*) **Demonstration.**—In order to show the importance of the weapon pit, dig pits and fill them with empty petrol tins. Put pyramids of similar tins out in the open. Show your men (*a*) that the pit is proof against small arms fire; (*b*) that the pit is proof against 2-inch and 3-inch mortar and artillery fire, except from a direct hit. It will be found that whilst the petrol tins in the open will have been penetrated by splinters, those in the weapon pits will be untouched. Both the mortar bomb and the 25-pounder shell burst on contact, throwing their splinters upwards and outwards. They do not crater the ground and even a very near miss will do little harm.

(*c*) **Dive-bombers.**—Weapon pits are also proof against the dive bomber and the machine-gun fighter. Aircraft cannot shoot accurately except by aiming with the nose of the plane. Weapon pits, properly camouflaged, are invisible from the air, and even if located, they are very difficult to hit, from the air.

(*d*) **Tanks.**—Put two men in each pit and have them over-run by Bren carriers and tanks from all angles. They will find that they are unharmed. The tank cannot see them and would have the greatest difficulty in depressing its guns sufficiently to hit them even when located. When first troops see a tank approaching there is a strong impulse to get out of the trenches and run. This would be certain death. To remain in the trench is almost certain safety and troops who have become inoculated can "bob up" and use their weapons as soon as the tanks have passed over them.

Your men will not believe this until you have proved it to them.

5. Lay-out of the Section Post.

This should usually consist of four 2-man slits arranged to fit into the cover available. Figure 28 below illustrates a possible lay-out :—

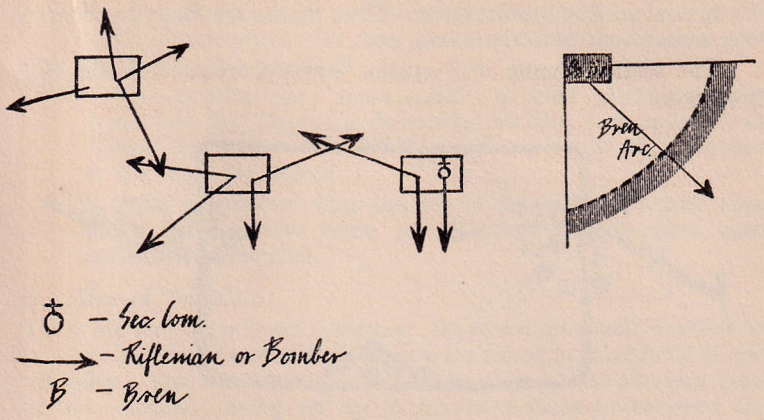


FIG. 28

Note the position of each man in his slit. In particular :—

(*a*) There is all-round observation and all-round fire within the section.

(*b*) The Bren is sited on its arc.

(*c*) The section commander (with his T.M.G.) and 3 riflemen are sited to fire frontally to protect the flanks of the Bren gunner.

(*d*) Alternative and dummy trenches would also have been dug, but are not shown in this diagram.

6. Method of Digging.

The real slits and the dummy position are prepared simultaneously by every section team. Three men are allocated to each weapon pit with two shovels and one pick. Entrenching tools should be used to augment these tools. The sods are first cut off the real slits and the dummies. Whilst one man digs each real pit two stack the spoil carefully in their groundsheets and carry it off, some to be carefully dumped in cover, some to be carried over to the area of the dummies, where it is of great use in preparing a dummy parapet. Remember that carrying spoil is very laborious. Don't overdo it and beware of tracks.

The above drill has the advantage that it ensures track discipline. The section commander can lay down a route leading into and out of the dummies which will help to make these dummies appear to be really occupied, and will so divert attention from the real positions.

7. Occupation of Dummy Positions.

When the positions are complete it will be a good plan to " sell the dummy " still further by ordering a small portion of your force to occupy the dummy position at the outset. Whilst the remainder of your force sit tight in the real position, holding their fire, this decoy force can deceive the enemy by opening fire, then retiring quickly to the real positions under cover. These tactics are likely to persuade the enemy to attack the wrong post.

The above digging drill applies equally to the Platoon H.Q. positions.

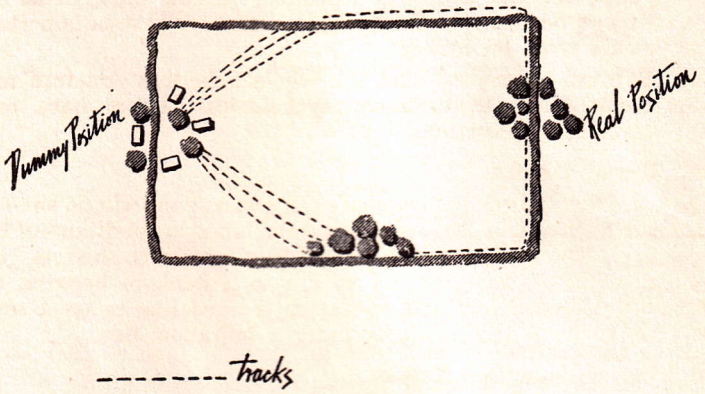


FIG. 29

(Illustrates the method of preparation of real and dummy positions)

8. General Points in Mutual Defence.

In defence the private soldier must be told something more than just " Put your Bren down there ".

If he has no idea of the local plan for stopping the enemy, he will become more intent on killing those enemy whom he sees directly trying to kill him than on sticking to a fire task which he does not understand. This impulse—the natural impulse for self-preservation—can only be overcome if there is full knowledge and discipline on the part of every private soldier. **It is the private soldier who fires the Bren gun; he is the base of the pyramid on which the whole structure rests.**

The following steps should be taken to see that the private soldier really understands what he is doing :—

(*a*) Teach him the drills for platoon mutual defence. They are so simple that he will grasp them easily.

(*b*) Carefully explain the lay-out of the section post. This puts the section commander, firing to the front with his tommy gun, at the elbow of the Bren gunner. The section commander has three riflemen with him so that the post can produce a very considerable volume of fire power to the front, leaving the Bren

gun still firing to the flank. This should help the Bren gunner to overcome his inclination to fire only to his front to the neglect of better targets to the flanks.

(*c*) Illustrate this by carrying out a company defence exercise. Have all the posts dug and occupied together. Put dummies out on the killing ground, then let every weapon fire at them. Let the private soldier see the effectiveness and experience the thrill of cross-fire. Let him also appreciate the adequacy of the frontal fire provided.

(*d*) Try to develop the " team spirit " in your platoon. Make Jones feel that Brown is depending on him and that he can depend on Brown. The team in defence is just as important as the team for attack.

It must be realised that the whole defensive structure may break down unless these psychological factors have been carefully appreciated.

9. **Use of Tripods.**

There are five tripods per company. Forward guns will be sited on arcs and given a traverse to follow on the bipod in conditions of bad visibility. The five tripods should all be allocated to the rear guns of the company, being set up to fire to a flank in between the foremost defended localities, either on a fixed line or on a small traverse if the 5 degrees safety margin will allow this.

10. **Use of Caterpillar Tracks.**

Track discipline is always difficult to enforce, even with well disciplined troops and the carting away of spoil is a very laborious process. An alternative method of concealment is to get your own carriers (or tanks, if available) to " mill around " over a wide area, which includes the area of your positions. The churned up turf will provide ideal concealment both from ground and air, and spoil can then be dumped almost anywhere.

11. **Hasty Defence of a River Line, Canal, etc.**

(*a*) **General.**—The drill set out below is merely intended for a platoon which, in a hasty withdrawal, has been given the task of holding a portion of a river bank, canal, etc., whilst organized defences are prepared in rear. The larger questions as to what force should be sited on the far bank of the obstacle to prevent enemy reconnaissance is not considered here, and the drill does not apply to the organization of prepared positions, where there is ample time.

(*b*) **Principles.**

(i) Every inch of the obstacle must be covered by fire.

(ii) Fire superiority must be retained always ; therefore a mobile reserve must be kept for immediate counter-attack.

All other considerations (even depth) may have to be sacrificed to achieve these necessities.

(*c*) **The Drills.**

(i) Put out a protective screen and O.P. These have already been discussed.

(ii) Select the day positions. The object should be to cover all the obstacle and as big an area of killing ground on the far side of the obstacle as possible. This is shown in the following diagram :

In selecting the killing ground try to keep the enemy as far away from the far side of the obstacle as possible.

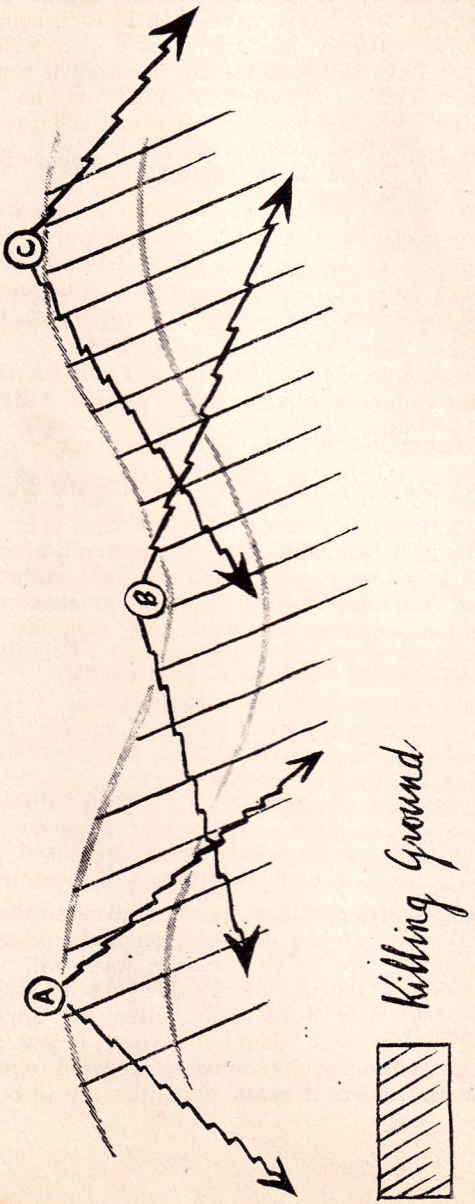


FIG. 30

In order to achieve this you may have to come right down on to the river bank itself. (You will certainly have to do so at night.) You will rarely be able to do your task from any other position.

(iii) Enfilade cross fire is the only way to cover bends on the obstacle satisfactorily and to give mutual support to every section post.

(iv) **The mobile reserve for counter-attack** will normally consist of the reserve platoon in each company.
In an extreme case the reserve of a forward platoon may have to try to restore the front if penetration has commenced. Penetration must on no account be allowed or the whole position will collapse.

(v) **Mobile fire unit.**—In this type of defence it is better to give a whole platoon this task, but again in an extreme case the platoon might have to provide its own mobile fire unit. In either case the unit must be prepared to operate on the far side of the obstacle and particular care must be taken to reconnoitre its means of withdrawal (this may be by a plank bridge, by a boat, or logs pulled across, or by swimming).

HOWEVER HARD PRESSED YOU ARE, ALWAYS TRY TO HARASS THE ENEMY OFFENSIVELY ACROSS THE OBSTACLE. DON'T JUST SIT TIGHT ON YOUR OWN "HOME" BANK.

(vi) **Definite tasks for the anti-tank rifle and 2-inch mortar.**—This has already been discussed.

(vii) **Night dispositions.**—The obstacle must be covered by night as well as by day. At night visibility decreases and the visible killing ground decreases correspondingly. Remember that the enemy may turn day into night at any moment by using smoke. Conditions of bad visibility can only be dealt with by :—

(*a*) Posts right on the water's edge. This will make it impossible for the enemy to drop smoke between you and the obstacle.

(*b*) Patrolling between posts will be necessary if they are out of visual contact.

(*c*) The Brens should be given a fixed traverse, and the 2-inch mortars must have definite S.O.S. tasks.

(viii) **Alternative positions** are essential and take a very high priority. In this form of defence the posts will be very easy to spot as the obstacle itself will always be an excellent ranging mark. Digging in beside a waterlogged river bank may often be impossible. The defenders must therefore expect heavy and accurate enemy fire and they must be prepared to make frequent lateral moves if heavy casualties are to be avoided.

(ix) **Points to note.**

(*a*) The enemy is so fond of the use of smoke or darkness to cover a river crossing that it has been said truthfully that if reliance is to be placed on holding an obstacle of this kind it can only be achieved by bayonets in the last resort.

(*b*) The enemy reconnaissance troops will always tap along a broad front seeking the weak points at which to cross. This is another reason for holding the bank—if fired on these reconnaissance elements will usually seek elsewhere, and will waste valuable time. If they find a gap they will at once exploit it.

(*c*) The enemy takes great risks with his commanders. Important officers are often well forward with the reconnaissance troops investigating the possible crossings. Your mobile fire unit across the obstacle may therefore well have an important "bag."

SECTION 49—THE DEFENCE OF HOUSES AND VILLAGES.

1. **General.**

When defending isolated houses or villages they must always be strengthened and improved with the following objects in view :—

(*a*) To enable the defence weapons to cover all the approaches.

(*b*) To minimise the effect of enemy bombing, artillery, mortar and rifle fire.

(*c*) To give the maximum advantage to the defenders when close fighting sets in.

2. **Protection against Long Range Fire.**

To give the defenders maximum advantages against long range fire :—

(*a*) Rip all plaster off ceilings and walls. If you leave it you will be blinded and choked by dust as soon as enemy artillery fire starts and you will be unable to see to fire your weapons.

(*b*) Shore up ceilings remembering the following points :—

(i) Room over room—it is no good shoring the upper room unless you have dealt with the one below it.

(ii) You must start shoring on solid ground, a concrete or stone flag floor is best.

(iii) Don't send for the R.E. You can get all the material you want by sawing out joists and timber from rooms which you will not use.

(iv) Put your capsill at right angles to the joists you are shoring up.

(v) Hammer in wedges.

(vi) Remember that material from an Anderson or other similar shelter may be of great use.

(*c*) In selecting rooms for your main positions in the village choose those with the thickest walls (12-inch or more).

(*d*) Always site all weapons well back inside the rooms with rubble filled sandbag walls in front of them for protection, well back from the window openings.

(*e*) Knock out the glass from all the windows in the house. This will make all rooms seem the same to any enemy observer, will enable you to fire out of any window, and will relieve you of trouble from broken glass.

(*f*) Block up any unwanted windows. A curtain will be sufficient for this. You want to make sure that you can cross landings without being seen from outside.

(*g*) Hang curtains or sandbags over the top half of all windows. This will still leave enough light for you to be able to see out of the room, but it will so darken the interior that an enemy observer will not be able to make out whether the room is occupied or not.

(*h*) Fix up a well-sandbagged sniping and observation post in the attic, but do not use the attic more than you need. It is very vulnerable and may be unpleasant when shelled.

3. **Method of Getting Maximum Advantages at Close Range.**

To give protection to the defenders when the enemy gets to close quarters :—

(*a*) Put rabbit wire, if you can get it, over all windows. This will prevent an enemy from throwing in a grenade and will bounce it back at his feet. The rabbit wire should be fixed up well back from the window so that an enemy sidling up the wall to throw in a grenade will not notice it.

(*b*) Fill boards with nails driven upwards and nail them on to all the lower window sills. This will hamper an enemy trying to jump through.

(*c*) Barricade all doors so that they will only open a few inches, and make sure that they open on to a wall so that anybody outside sees nothing of the interior of the room. Make the barricade bullet-proof.

(*d*) If you have wire, put it under the outer walls of the house, particularly thick on the corners. This will prevent enemy from sidling round the sides of the house.

(*e*) Prepare observation holes in the floors. If you have to retreat you may have to go upwards. You want to be able to watch what the enemy is doing down below. He may set the house on fire when he finds he can't succeed in any other way.

(*f*) Block the stairs. This can best be done by nailing planks down the stairs to make them into slides and by removing the banisters. Any enemy trying to get upstairs will now have to crawl up on his hands and knees. (Make one of the slides removable so that you can get up and down stairs yourself.)

(*g*) Erect a small barricade in every room to shelter you from grenades.

(*h*) Booby trap all unwanted buildings. Again it is unnecessary to send for the R.E. The following examples of improvised booby traps can be rigged up by any platoon commander.

(i) Get a small tin box about 6 inches by 4 inches. Carefully put inside it a "69" grenade with the tape off and fill the rest of the box with tin tacks or nails. Fix on the top of any door so that it will drop and explode when the door is opened.

(ii) Loosen the pin of a "36" grenade, attach it to a trip wire which operates and removes the pin when a door is opened.

(iii) A "73" grenade can be used as an alternative to method (i) if the tape is removed.

(iv) Fix up a rifle and discharger cup loaded with a "68" grenade and with trigger cocked. Arrange a trip wire to operate the trigger.

In order to make sure that the enemy enter undefended buildings, make a show of defending them, firing a few shots before retiring under cover.

(*i*) Arrange a means of escape from the upstairs rooms. As you fight your way upwards you will become cornered unless this has been done. The best way is by mouse-holing into the next house. The best site for the mouse-holing is in the back of a cupboard where the enemy may take some time to find it.

(*j*) Remember the fire risk. Have water (if receptacles can be found) and sand for fire fighting on every landing or, if possible, in every room. The enemy may try to set fire to the house by using either tracer, Verey lights or incendiary bombs.

(*k*) Bullet-proof parts of all upper floors, particularly landings. Nine inches of filled sandbags are sufficient. You can stand safely on these when the enemy fires up through the ceilings.

(*l*) Remove all creeper and drainpipes.

4. **Technique of Defending Villages.**

(*a*) Always fight your way upstairs, never down into the cellars unless you have an alternative exit through the cellar. The enemy can often deal with you in a cellar by means of a grenade or by fire, e.g. a petrol-soaked mattress.

(*b*) If the enemy is mouseholing along the street keep an empty room between you and him when he tries to mousehole into the house you are occupying, otherwise you may be killed by the blast. As soon as the noise of the explosion has died away, dash into the next room and take up a position from which you can fire through the hole. If you hear him at work preparing the mousehole, mousehole first whilst he is working by using a sticky bomb.

(*c*) Fire from booby trapped buildings to deceive the enemy.

(*d*) Dropping grenades out of upper windows is the best method of attacking enemy filtering down the street just beneath you. It is safer than leaning out of the window to shoot at them. These should be wrapped in sacking to prevent them from fracturing on the pavement before bursting.

DIAGRAMMATIC LAYOUT OF A DEFENDED HOUSE.

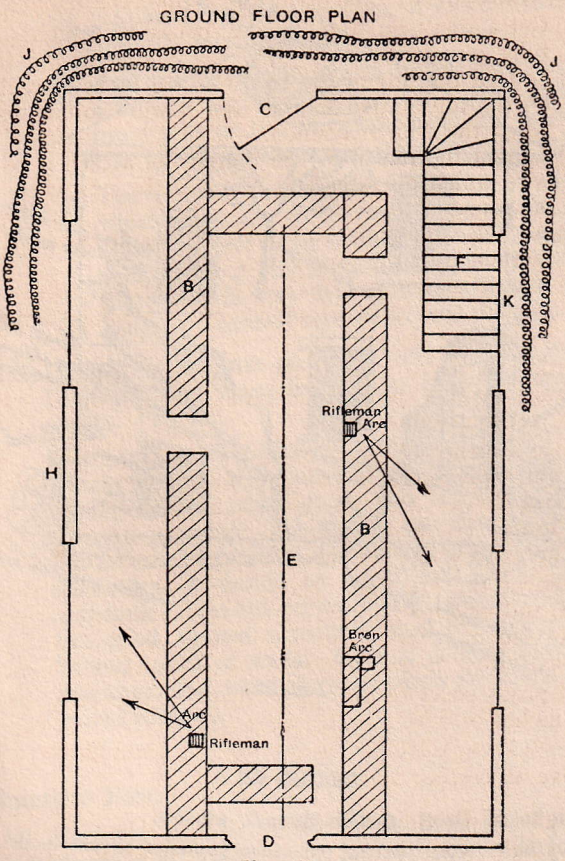


FIG. 31

KEY

A = Window.
B = Bullet-proof wall.
C = Doorway.
D = Emergency exit to alternative position (weapon pits).
E = Centre screen in house to darken interior and to prevent silhouette as in this case the house is one room thick only. Made by hanging curtains, etc.
F = Staircase to upper floor.
G = Position for L.M.G. fire with legs folded back.
H = Exterior wall 12 inches thick or more.
J = Wire round perimeter—extra coil at the corners to keep attackers in defenders' field of fire.
K = Window blocked up to render it bullet-proof.

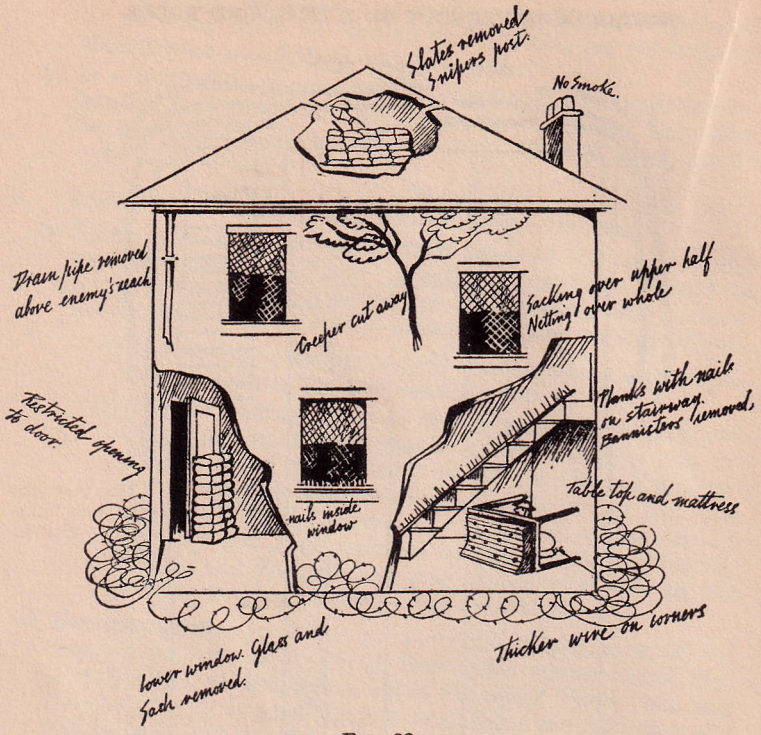
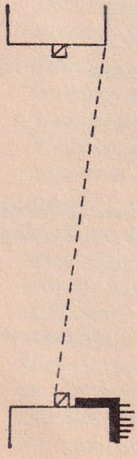


FIG. 32

DETAIL OF A.



Section through window.

Wire netting (to cause grenades to fall back outside house the lower fixed end X must be **outside** the bottom of the frame).

Boards with nails (to deter any enemy troops trying to effect entrance over sill).

FIG. 33

DETAIL OF G. Section through L.M.G. Position (or rifle).

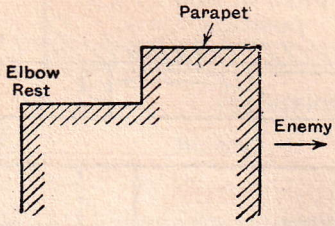


FIG. 34

DETAIL OF C. Plan of Door.

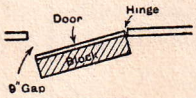
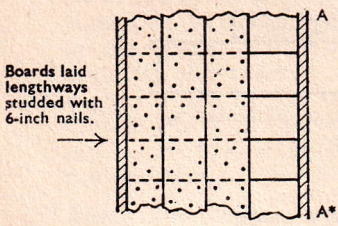


FIG. 35

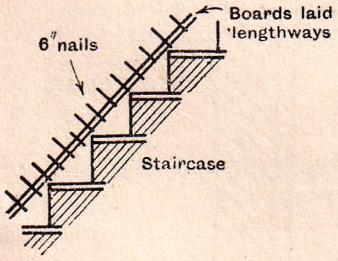
The door is blocked so that the maximum entry is 9 inches. This restricts both entry and initial view if door is forced open. Note that if the door hung the other way the staircase would be very vulnerable and possibly visible. So if necessary you must rehang the door to face as in the diagram.

DETAIL OF F. Plan of Staircase.

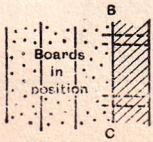


Narrow part of stairs left for passage upstairs of the defenders. Banisters removed.

Side elevation of Staircase.



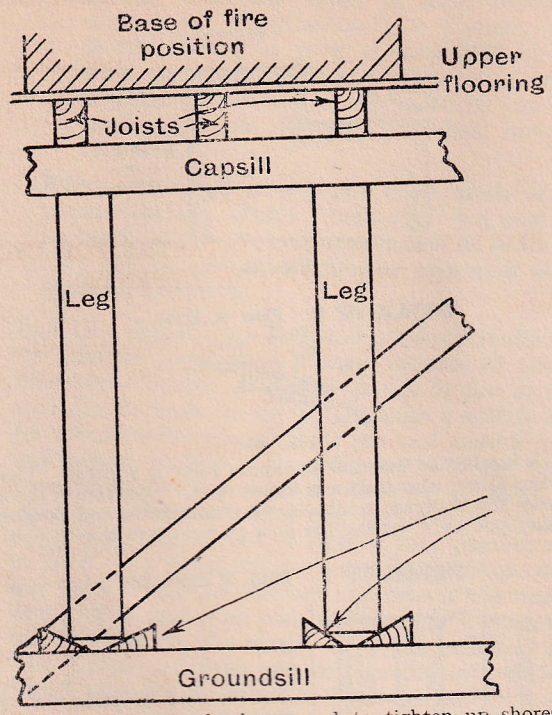
Note.—The narrow part left clear may be closed by having the extra board hinged at A-A* or by having protruding battens to slot under the boards already in position, viz. :



Movable board. Battens projecting at B and C.

FIG. 36

Detail of Shoring.



Triangular wedges to be hammered to tighten up shores.

FIG. 37

Protection against Grenades.

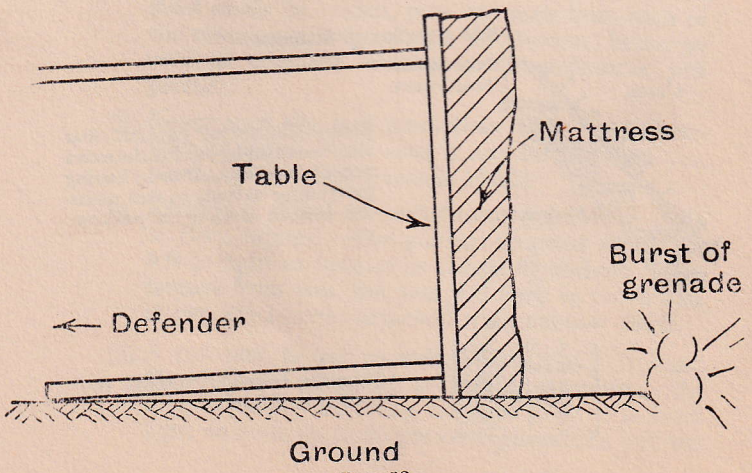


FIG. 38

Detail of Upper Floor.—Similar to ground floor plan in idea. The whole base of the fire bay or position must be made bullet-proof against fire from below.

Sample observation hole—or other convenient shape as required.

FIG. 39

SECTION 50.—OFFENSIVE TACTICS FOR USE AGAINST SMOKE IN DEFENCE.

1. General.

When the enemy attacks he usually employs large quantities of smoke. This is intended to blind the defenders so that they may be unable to use their weapons.

2. Alternative Tactics for Use in Smoke.

(*a*) (Not very good.) Stay where you are and continue firing your weapons, traversing through the smoke.

(*b*) **Alternative.**—As soon as the smoke comes down and it is appreciated that an assault on your position is imminent, move the whole of your platoon to your alternative position. Make this move under cover of the enemy smoke and thicken up the enemy smoke yourself if need be to conceal your move. Wait for the enemy's assault to come in and then either deal with him by fire as he assaults or put in an immediate counter-attack at the very moment of greatest confusion, i.e. just as he has occupied the post and is in the process of consolidating.

(*c*) **Alternative** (best).—Persuade the enemy by occupying (and then abandoning) your alternative position that that is your real position. He will then put his smoke down in the wrong place and you should have a good shoot as he comes to attack your alternative position, which he believes you to be occupying.

SECTION 51.—OFFENSIVE ACTION AGAINST ENEMY ATTACK FROM THE AIR.

This section is under revision and will be issued separately.

SECTION 52—OFFENSIVE ACTION AGAINST TANKS BY DAY

1. **Action of Forward Infantry against Tanks in Defence.**

(*a*) The main task of the forward infantry is to make quite sure that no enemy infantry following up the tanks are allowed to exploit any success the tanks may have. The tanks themselves will be dealt with by our own tanks and anti-tank guns which are held behind ready for the purpose. Nothing must be allowed to obstruct this fundamental principle. Infantry must if need be lie concealed in their weapon pits. They must never allow themselves to be drawn off in pursuit.

(*b*) As soon as the tanks have passed over the infantry task begins. They must bob up instantly and wipe out the following infantry.

(*c*) Infantry who have learned to get into tank-proof localities, how to construct proper weapon pits, and who have been inoculated by over-running, will find little difficulty in applying this drill. Tanks are likely to avoid the sort of site chosen by the defence, e.g. woods, hedges, villages, or close country, and in that case they will be unable to do more than by-pass the defences. They will be very chary of approaching close.

2. **Tank Ambush.**

(*a*) Infantry units which are in reserve or which have a mobile role may be given the task of ambushing small bodies of enemy tanks by day. Every company should therefore organise itself for this role.

(*b*) **Organisation of a Platoon for tank hunting.**—The equipment carried by an infantry company for tank hunting is only sufficient for one platoon. It will therefore be found best to organise the company into two normal platoons (task to deal with any enemy infantry who may try to interfere) and one tank-hunting platoon—additional task to ambush tanks if required. The tank-hunting platoon should be specially trained. It should carry all the anti-tank equipment of the company pooled and it should if possible be made mobile by the allotment of as much transport as can be spared.

3. **Drills for the Tank-Hunting Platoon Commander**

(*a*) **Common sense location of the trap.**— Do not make the elementary mistake of always siting a tank trap on an " S " bend or in a defile. Tanks have learned to avoid these places. Site your trap on an ordinary piece of road with a slight curve where thin cover, e.g. houses, walls or banks, or a thin line of trees make exit from the road for the tanks difficult but not impossible.

(*b*) **Establish an O.P. and signals.**—The trap will take some little time to prepare and after preparation you cannot keep all your men standing to indefinitely. Allow them to rest near their positions and arrange for a signal (e.g. whistle blasts) to warn them of the approach of tanks. (Tanks will not hear.)

(*c*) **Select three checking points.**—A platoon can normally tackle three tanks. The German tank troop consists of five tanks.

The first three should normally be selected as the victims. The checking points are the places where you intend that the tanks shall stop to be destroyed. They can be worked out as follows :—

(i) **The first checking point.**—Make a necklace of anti-tank mines or Hawkins grenades joined together with cord or signal cable. Conceal it in a hole dug into the bank at the side of the road. Arrange for this necklace to be pulled across the road immediately in front of the leading tank. This will blow the track off the leading tank and you have the first checking point.

(ii) **Centre and third checking points.**—These are the places where tanks Nos. 2 and 3 will be in a temporary state of indecision when they see what has happened to tank No. 1. If the tank crews are well trained this pause will only last for a few seconds but this will be enough for you. In estimating the position of checking points 2 and 3, remember the following points :—

Tactical Driving.—Tanks moving into danger areas always arrange for tank No. 2 to cover tank No. 1 by fire and tank No. 3 to cover tank No. 2. With practice this will give you a very accurate guide as to where checking points 2 and 3 are bound to be, e.g., if checking point No. 1 is sited 50 yards round a bend tank No. 2 will have to be on the bend to cover tank No. 1. If tank No. 2 has to halt at the bottom of a slight hill tank No. 3 will have to be over the crest of the hill to cover tank No. 2 by fire. If this is practised with carriers carrying out tactical driving it will be found that skill both in siting the block and estimating the checking points can be rapidly acquired.

Remember the Tank Drill.—They will get off the road as quickly as they can, so make sure that the checking points are at places where movement off the road will cause them some little difficulty. Anti-tank mines can be used to make this more difficult if they try it on.

(*c*) **The Seal.**—This is another necklace of anti-tank mines to be pulled over behind the third tank to prevent its escape and to stop tanks Nos. 4 and 5 if they attempt to interfere.

(*d*) **Allot positions to your Garrison and to Platoon H.Q.**—Points to remember here are :—

(i) One section—one tank.

(ii) Perfect concealment from view and, if time permits, from fire—in weapon pits. Have your men off the road. Tanks are likely to shoot up ditches and the edge of the road as soon as they are attacked. Remember the tank commander is 6 to 8 feet above the level of the road—he can see well down into the verges.

(iii) Have every man in the platoon on the same side of the road. There will be considerable confusion when the attack starts, and much smoke. In order to avoid killing your own men and to make a quick getaway, they should all be located on the same side of the road.

(*e*) **Issue definite orders as to your policy towards enemy reconnaissances, vehicles other than tanks.** This will depend largely on the orders you have received, but if you have been sent out to destroy tanks, you must ignore enemy reconnaissance vehicles, e.g. armoured cars and motor cycles. In this case, rely on concealment if they appear, let them pass through your trap but site your weapons to deal with them if they return and try to interfere when the attack is in progress. (See Figure 40.)

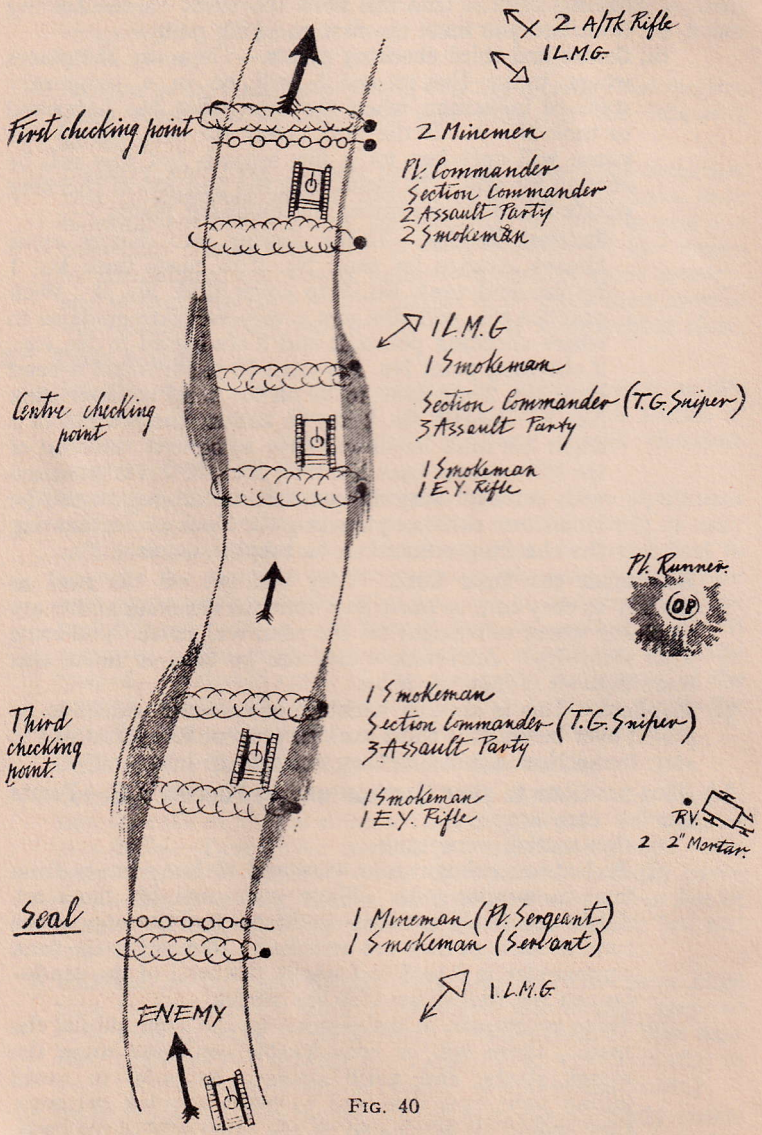


FIG. 40

(*f*) **Give out a R.V.**—This will usually be the place at which your transport is waiting. Every man in the platoon must hurry to it immediately the attack is over. Have the R.V. down wind if possible so that your smoke cloud will cover you as it drifts away. Do not linger to watch the effects of your work. (There are occasions (e.g., in defence) when the tank-hunting platoon must NOT get away. In these circumstances they will have to rely on their weapon pits for protection.

(*g*) **Alarm signal.**—Give this out, e.g., one red Verey light means the trap has gone wrong. Every man R.V. at once and make a quick getaway.

4. **Points to Note.**

Anti-tank Necklace.—There should be 1 ft. 6 inches from the centre of one mine to the centre of the next mine. Coil up the mines " bird's nest " fashion in their concealed hole and anchor the far side securely so that they are not pulled too far when the operation starts. Hide your cord or cable in the road carefully so that it does not excite suspicion. Hawkins grenades can be used instead of anti-tank mines.

5. **THE ATTACK.**

(*a*) This is all a matter of team work. A good weapon against the tank is the smoke bomb. The smoke men should light their smoke canisters in a concealed position as early as possible so that they thicken up quickly and throw them carefully so that tank is cut off from tank.

(*b*) Additional smoke grenades or generators thrown on to the air inlets of the tanks will blind the crew, cause them great discomfort, and may make them physically sick. As soon as the smoke has thickened up the assault parties go in and stick their sticky bombs on to the engine covers of the tanks, if time permits on the top of the turret, or on the rim where turret meets hull, or on the gun mountings. After penetration of the engine covering with sticky bombs you can, by application of fire producing agencies (such as A/W and Molotof bombs) probably set your tank alight.

(*c*) The " 68 " grenade man will have time for only one shot, but this is worth while. The remainder of the garrison are sited to deal with any infantry who may interfere and to cover the tanks with fire to keep them closed down.

(*d*) The 2-inch mortar provides smoke on the up wind flank to help make the movement of the tanks off the roadside more difficult.

(*e*) This particular operation can best be likened to an attack made by a bomber pilot on a heavily escorted enemy warship. He darts in, drops his bombs and is away. He does not linger to watch the effect of his bombs, or he may be caught at a disadvantage. The whole action with a well-trained team should be over in two to three minutes and the platoon should be away on its track before the tank crews have had time to collect their wits.

SECTION 53.—DESTRUCTION OF ENEMY TANKS BY NIGHT OR IN NIGHT HARBOUR.

1. **General.**

Tanks try to avoid night operations by going into tank harbour. Here they are very vulnerable to infantry who have acquired skill at field-craft and night patrolling and they will suffer heavily if vigorous action is taken.

The tanks will always endeavour to site their harbour in the midst of their own infantry localities. If our own forward infantry have done their job and separated the tanks from their infantry enemy tanks will have to harbour on their own. This will make them much easier to deal with.

There will often be noise in a tank park at night, and this should make location of it fairly easy. Enemy tanks usually carry out maintenance by night, distribute food, petrol and ammunition, issue orders for the following day and carry out many other duties which must entail noise. Tank crews have rarely been trained in infantry field-craft, and their night discipline is usually poor. The picture to be expected in any night tank harbour is :—

(*a*) A square or rectangle of tanks drawn up with the guns facing outwards.

(*b*) Some of these tanks, known as " guard tanks," will be manned by their crews.

(*c*) The crews of the remainder of the tanks will usually be sleeping outside their tanks under waterproof bivouac sheets.

(*d*) There will be a prowler guard making a regular circuit of the perimeter on foot.

(*e*) In the middle of the rectangle the B echelon vehicles will be parked, maintenance work, distribution of food, etc., may be in progress.

(*f*) When an alarm is given all tank crews will run to their tanks. They will spray the ground all round the tanks with fire, using their headlights to give illumination and they will get on the move as quickly as they can.

(*g*) There will always be at least one road leading into and out of the tank harbour.

2. **Problems Facing the Attacking Platoon.**

(*a*) The prowler guard and any sentries must be avoided or silently eliminated.

(*b*) The tanks and their crews must both be destroyed if possible.

3. **Method.**

(*a*) The platoon as a whole moving in night patrol formation will creep as near the tank park as is considered safe.

(*b*) An " O " group will assemble at a pre-arranged R.V.

(*c*) From this R.V. a reconnaissance patrol of two fieldcraft experts will be sent forward to discover a route into the middle of the park.

(*d*) With this task silently done the fieldcraft experts return and the platoon commander gives out his orders for the attack. A final R.V. is essential in case anything goes wrong.

(*e*) The platoon commander's plan must vary according to circumstances, but, generally speaking, it is best to use the smallest possible force able to cope with the job to filter through the gap discovered. This force will go right into the middle of the harbour and will commence to attack, moving outwards. This will take the tanks by surprise and will avoid casualties from their machine gun fire. They will be afraid to fire into the middle of the harbour in case they kill their own men. Any parts of the patrol left outside the park can add to the confusion by creating a diversion.

(*f*) If anti-tank mines or Hawkins grenades are available these can be placed at suitable points leading to the road where they will catch the tanks as they move off.

(*g*) It is important to try to destroy the tanks and not merely to disable them. Destruction can best be achieved either:

(i) by fire, or

(ii) by putting an anti-tank mine, fitted as follows, inside the tank: remove the fuze from the centre of mine and replace it with a circular piece of guncotton into which a detonator, safety fuze and igniter have been inserted. The percussion from the guncotton will set off the mine.

(*h*) Speed is essential. As soon as the operation is over the platoon should R.V. and move from the R.V. into a concealed position of observation well away from the area.

CHAPTER IV.

THE BATTLE DRILLS AS APPLIED TO A COMPANY

SECTION 54.—GENERAL.

A number of the platoon drills already outlined can be suitably applied to the company. Experience has brought out a number of points which may be of assistance to commanders who try to put these drills into practice on the company level.
It should be emphasized that the following points are put forward as suggestions only, and there is undoubtedly much scope for further research in this field.

SECTION 55.—PINCER AND FLANKING MOVEMENTS BY A COMPANY IN THE ATTACK AGAINST LIGHT RESISTANCE.

1. **Advance before Contact.**
The order of march might well be :—

7 Pl. Point Sec : Tactical bound behind.
Remainder of 7 Pl. : Normal.
Coy. Comd. : Coy. " O " Group.
8 Pl. : Pl. Serjeant + 8 Pl. " O " Group.
Remainder of 8 Pl. : Normal.
Coy. H.Q. Group.
9 Pl. : As 8 Pl.

2. **On Contact.**
The leading platoon fights. 8 Pl. and 9 Pl. keep out of the battle. They are moved by the 2i/c Coy. into assembly areas in the nearest cover available and each takes up a position of all-round offence. They are ready to move instantly. Closeness of their formation will depend on the cover available. On receipt of a warning order from the company commander platoons will move to the flank indicated in the warning order.

3. **General Picture of the Company Attack by Infiltration.**—Leading platoon is engaged. It may either :—

(*a*) Have itself attempted a pincer or flanking movement which has failed ; or

(*b*) Coy. Comd. with his " O " Group well forward has observed and " read the battle ". He has decided that the strength of the enemy positions and the volume of fire produced is such

that his whole force will be needed. He will issue the order " STOP " to the leading Pl. Comd. Leading Pl. now becomes " FIRE " Pl. and Coy. Comd. decides to put in a pincer or flanking movement with his remaining Pls. (**Note.**—It is assumed that the company commander's orders require him to destroy enemy opposition. If not, as the commander of leading troops he would normally try to by-pass, leaving the enemy to be dealt with by the following troops after they are surrounded.)

4. **Points to Note.**

(*a*) " FIRE " Pl. is not a " STOP ". It is a third prong to the attack. It must work forward frontally as opportunity offers. But its main task is to gain FIRE SUPERIORITY. The fire platoon may have been unable to get on initially by reason of pressure of enemy fire. It may succeed in getting on later in the battle when the enemy diverts some of this fire on to other platoons.

(*b*) Flanking Pls. move round on a **narrow front**—single file or arrowhead of sections, echeloned one behind the other. **Never deploy until you have to.**

(*c*) **Suggested Positions of Coy. Comd. and 2 i/c Coy.**

(i) If Coy. has supporting arms, e.g. 3-inch mortars and carrier sec.,

Coy. Comd. with FIRE Pl. " reading the battle " and putting in reserves where most needed.
2 i/c Coy., if available, with flanking Pls. (co-ordinating).

(ii) If Coy. is unsupported,

Coy. Comd. with flanking Pls. to co-ordinate.
2 i/c Coy. with the FIRE Pl.

(iii) In a PINCER movement,

Both Coy. Cmd. and 2 i/c Coy. to stay with FIRE Pl.

5. **Tasks of Pincering and Flanking Platoons.**

(*a*) The pincer movement is simple and needs no further comment. Each pincering movement does either a left or right flanking movement, as the case may be, leaving the centre clear for the fire platoon.

(*b*) Against enemy opposition known to consist of a single isolated post, the pincer movement may be highly satisfactory. Its risks are that neither of the pincering platoons is capable of undertaking both an assault and its own flank protection. Modern defence will very often consist of strong enemy localities which are fairly wide apart. Inside each locality will be a mobile force waiting to strike at the flank of any enemy who ventures into the gap. Thus this gap may well

be a trap. The flank of an attacking force moving on a narrow front is extremely vulnerable. The following diagram illustrates this :—

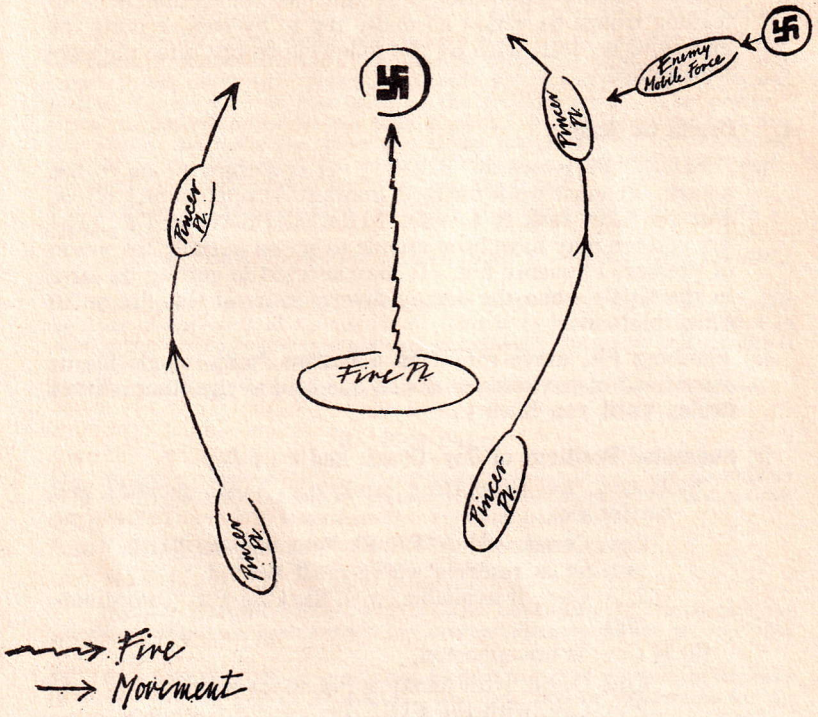


FIG. 41

6. Steps should always be taken to provide as much fire power as possible to protect the flanks of any attack. This can be done if a flanking movement is adopted instead of a pincer movement. One platoon can be specially detailed for flank protection. The tasks which flanking platoons may have to carry out are therefore :—

(*a*) Flank protection—to protect by fire the flank of the Main Effort platoon and also to provide additional bayonets to help the Main Effort platoon in the assault.

(*b*) Main effort—primary task to assault and capture the objective.

Note.—**Cut-off.**—Both the above platoons may be able to provide " cut-off Brens " (role already explained) not only to prevent the withdrawal of the enemy but also to prevent counter-attacks by reserves approaching from the rear.

7. Order of March.

Cannot be rigidly laid down, but the following are suggestions :—

SINGLE AXIS METHOD.	DOUBLE AXIS METHOD.
Flank Protection Pl. leads :—	**Flank Protection Pl.**
Point Sec.	Point Sec.
Pl. Comd. + " O " Group. (Tactical bound behind.)	Pl. Comd. + " O " Group. (Tactical bound behind.)
Remainder—2 Secs. Normal.	
Coy. Comd. or 2 i/c Coy. + Runner.	Coy. Comd. or 2 i/c Coy. + Runner.
	Remainder—Normal.
Main Effort Pl. follows :—	**Main Effort.**
Pl. Comd.	Point Sec.
" O " Group.	
Remainder—3 Secs. Normal.	Pl. Comd. + " O " Group. (Tactical bound behind.)
	Remainder Normal.

(*a*) In both the above methods it is suggested that the flank protection platoon should move off first and should occupy a piece of ground from which it can perform its task. It may have to fight to reach a suitable position.

(*b*) As soon as the flank protection platoon is seen to be nearing its position the main effort platoon moves forward.

(*c*) The double axis method should only be used if there are two suitable lines of approach at least 100 yards apart.

(*d*) On meeting opposition from a flank, the flank protection platoon should attempt to counter it by FIRE, i.e., by dropping one or two Bren Groups and the 2-inch mortar which can help a great deal with smoke and H.E. The Flank Protection platoon has only to neutralise the enemy until the original objective has been taken. It is essential that the flank protection platoon should endeavour to provide every possible man for the assault.

8. Notes on the Flanking Movement.

(*a*) Coy. H.Q. will remain in FIRE PL. area.

(*b*) Gap desirable if on single axis.

(*c*) Rearmost Pl. Comd. must show THRUST—observe every move of leading Pl. and Coy. Comd. or 2 i/c Coy. and conform.

(*d*) Positioning of Brens (both methods the same).

(i) Main effort platoon drops two Brens at about 4 o'clock (or 8 o'clock if left flanking).

(ii) Main effort and flank protection platoons each send one Bren forward as cut-off.

(iii) Remaining two are carried in the second wave of the assault. Task—immediate reorganisation.

(*e*) Light signal for final fire support (e.g. 5 minutes fire from 3-inch mortars). Second wave must use this final opportunity to get into assault positions. First wave must do likewise.

(*f*) Reorganisation.—First platoon in will consolidate on the dominant feature. Remainder use initiative on arrival.

9. **Use of Smoke.**

(*a*) As an artificial defilade particularly by flank protection platoon to " hold off " enemy interference.

(*b*) As a feint by the fire platoon to attract the enemy's attention to a flank which is not being attacked.

(*c*) Co-operation between the 3-inch mortar smoke and the carrier 2-inch mortar (if available). 3-inch mortars put down initial smoke screen. Under cover of this carriers move forward, close the range and thicken up the screen.

(*d*) To signal targets from the 2-inch mortar to the 3-inch mortar.

10. **Typical Orders by Company Comd.**

" Enemy at A and B.
We will capture A.
7 Pl.—Fire platoon—there.
Right flanking—single axis.
8 Pl.—flank protection.
9 Pl.—main effort.
I will go with 9 Pl.
Signals.
Any questions ?
Move."

SECTION 56—COMPANY IN THE ATTACK BY FRONTAL MOVEMENT.

1. **General.**

Enemy localities may often be so strong and in such close proximity to each other that infiltration between them becomes impossible, e.g. where the advance bumps up against an enemy battalion organised as a single " strong point ". In such a case, though a pincer or flanking manoeuvre may be performed by some higher formation, the company and the battalion may find themselves faced with the problem of the direct frontal attack.

2. **The Theory of " Main Effort."**

The higher tactical picture may well be based on the theory that a strong punch on a narrow front is more likely to achieve success and a " break through " than a relatively weak thrust on a broader

front. The theory of " main effort " is illustrated in the following diagram :—

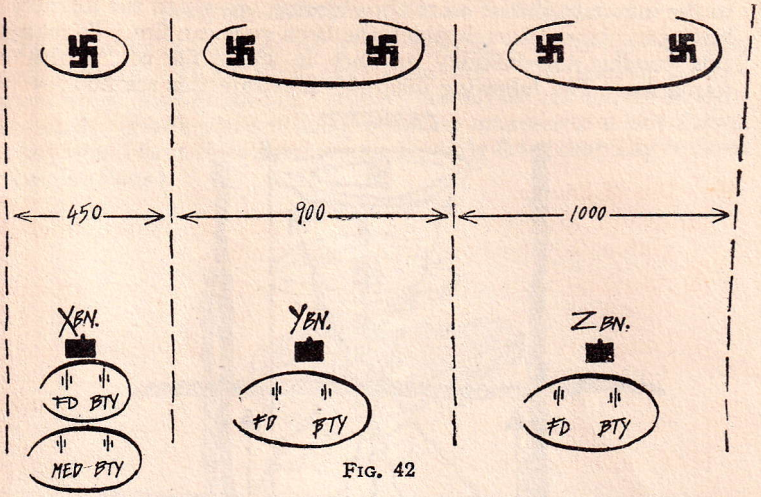


FIG. 42

X Bn. : " Main Effort " is allotted a narrow frontage and as much of the supporting artillery fire as can be spared.

3. **Methods of Frontal Attack open to a " Main Effort " Company.** The main effort company allotted a frontage of 450 yards may attack with two platoons forward and one platoon in reserve. (Alternatively, two companies may be responsible for the main effort each with one platoon forward.) None of these platoons will have much liberty of manoeuvre, but there are nevertheless a number of alternative drills which can be put into operation. These are as follows :—

METHOD I.—Frontal attack by sections in extended order, taking advantage of ground wherever possible. Most units have had much practice in this operation and no further reference need be made to it here.

METHOD II.—The " Pepperpot " Method. Sections form up on the start line in extended order. As soon as they are held up by effective fire each section splits into three groups—the Bren Group, and the Rifle Group divided into two parts (one of two men, one of three). These groups advance independently, each group at a time getting up, running about 20 yards, then lying down. As soon as one group gets down the next group gets up. This method is based on the fact that it takes a rifleman or L.M. gunner a number of seconds to come up into the aim and produce accurate fire, by which time the target has gone to ground again. If this method is adopted the enemy is presented with a succession of difficult moving targets each of which goes to ground before he has time to shoot. Bren groups should be out on the flanks in order to get as wide an arc as possible for firing when on the ground. (**Note.**—This method is chiefly of value when attacks can be made through fields of standing crops, hayfields, etc.)

METHOD III.—The "Lane" Method. This is based on the fact that Bren guns can be used to give continuous fire support to the infantry, almost on to the objective, provided the infantry leave clear lanes through which the Bren guns can fire. To make this possible the infantry advance in single file or "snake" formation. The following diagrams illustrate this method :—

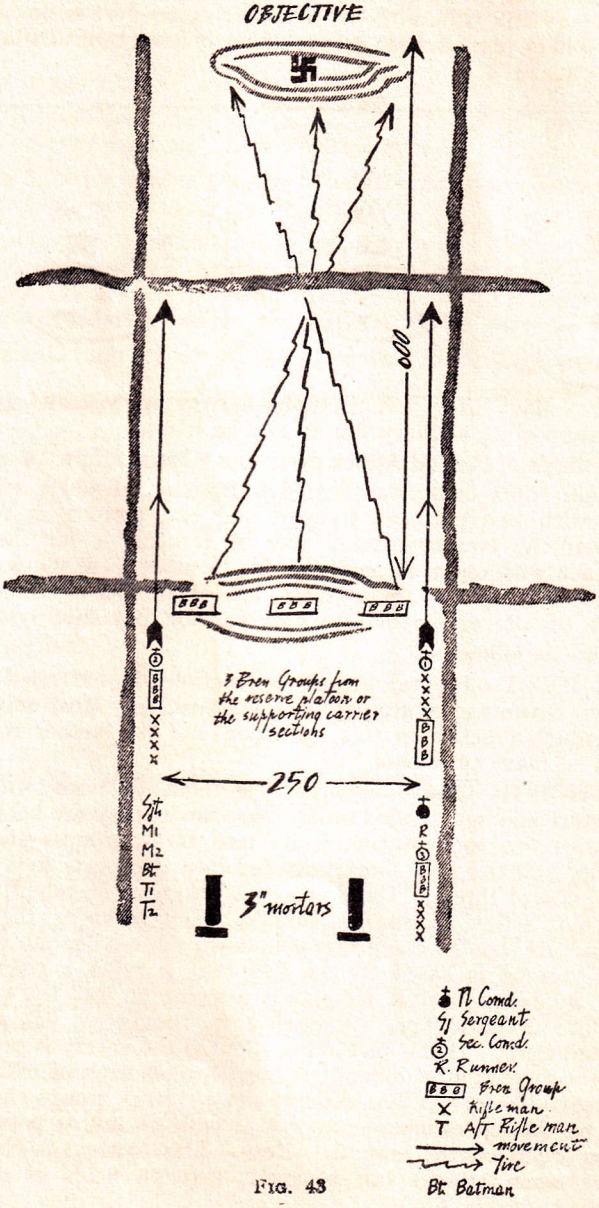


FIG. 43

PHASE I.

Company Attack by " Snake " Method.

The objective is pounded by 3-inch mortars and the rear areas by artillery fire. Three Bren guns open fire. The leading platoon form up in dead ground in " snake " formation and moves straight forward. (Flank platoon doing a similar manoeuvre is not shown. They would have three Bren groups similarly firing centrally between their sections.)

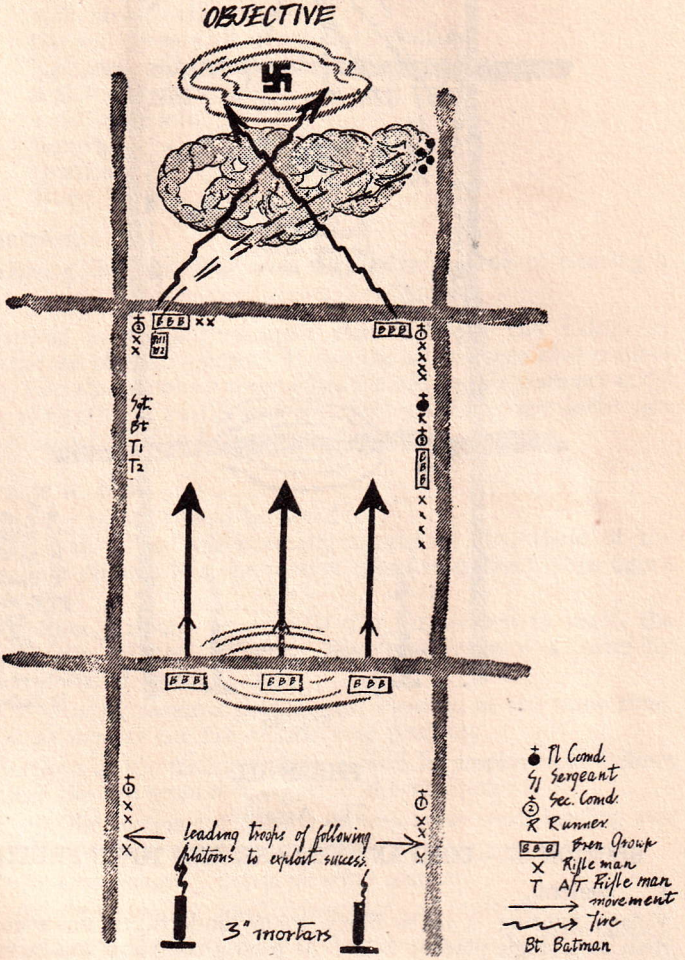


FIG. 44

PHASE II.

Brens of leading sections are now on the ground and they open fire. The three rear Brens now move forward, covered by smoke from 2-inch mortar and cross fire from leading Brens.

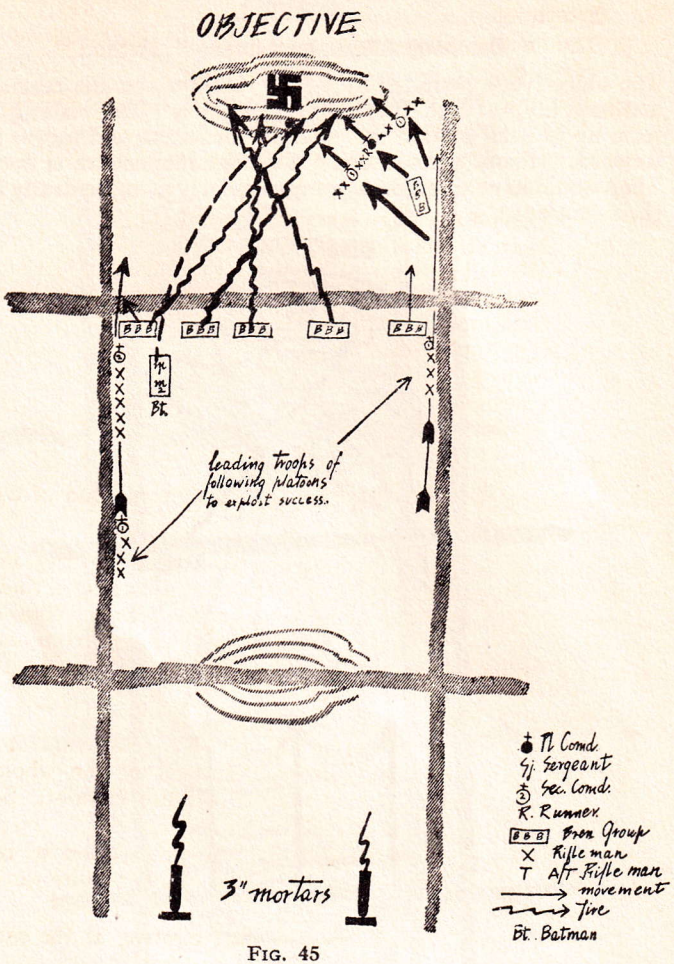


FIG. 45

PHASE III.

The Assault.

SECTION 57.—COMPANY VILLAGE AND TOWN FIGHTING.

1. General.

Village fighting is more likely to be undertaken on a company than on a single platoon basis. At least a company will be required to clear villages which are strongly defended, for a reserve is very necessary in this type of operation. The village will probably be by-passed by the leading troops and will be left to be cleared as a specific task by a following company, specially detailed for the purpose.

2. **Principles.**

(*a*) Divide the village into sectors as definite tasks for definite platoons.

(*b*) Surround the village so that you are able to annihilate any enemy who try to escape from it.

(*c*) Expect to have to fight to gain the perimeter of the village.

(*d*) Specimen orders :—

" Defended village 600 yards ahead.
Main street—this one.
We will destroy all enemy in the village.
7 platoon will find the fire section and seal.
8 platoon—right.
9 platoon—left.
Signals.
Questions ?
Move."

3. **Diagram.**

The following diagram illustrates the above method of clearing a village.

This method is probably simpler than dividing the village in three separate platoon sectors. It has the advantages that control is easier, that the company approaches the village in a compact body capable of fighting a battle, and that each platoon commander has a reserve under his hand to replace casualties.

4. **Points to Note.**

The following points should be noted :—

(*a*) The seal. This will normally consist of the whole of the leading platoon less one section (the fire section). See figure above.

(*b*) Flanking platoons must assist the fire section to reach the perimeter of the village. This may require a carefully co-ordinated attack.

(*c*) The clearing sections should start clearing at the same time, i.e. as soon as the fire section is in position.

(*d*) Sections in the flanking platoons will be employed as follows after the fire section has gained the perimeter :

(i) One section fire section on any cross roads leading into the main streets from a flank.

(ii) One section : house clearing section.

(iii) One section : local protection and reserve.

(*e*) Position of H.Qs. flanking platoons—with their flank protection sections, seal platoons with the seal. Coy. H.Q. area of fire section.

(*f*) Careful co-ordination required to ensure clearing proceeds equally fast on both sides of main street. Progressive signals very important.

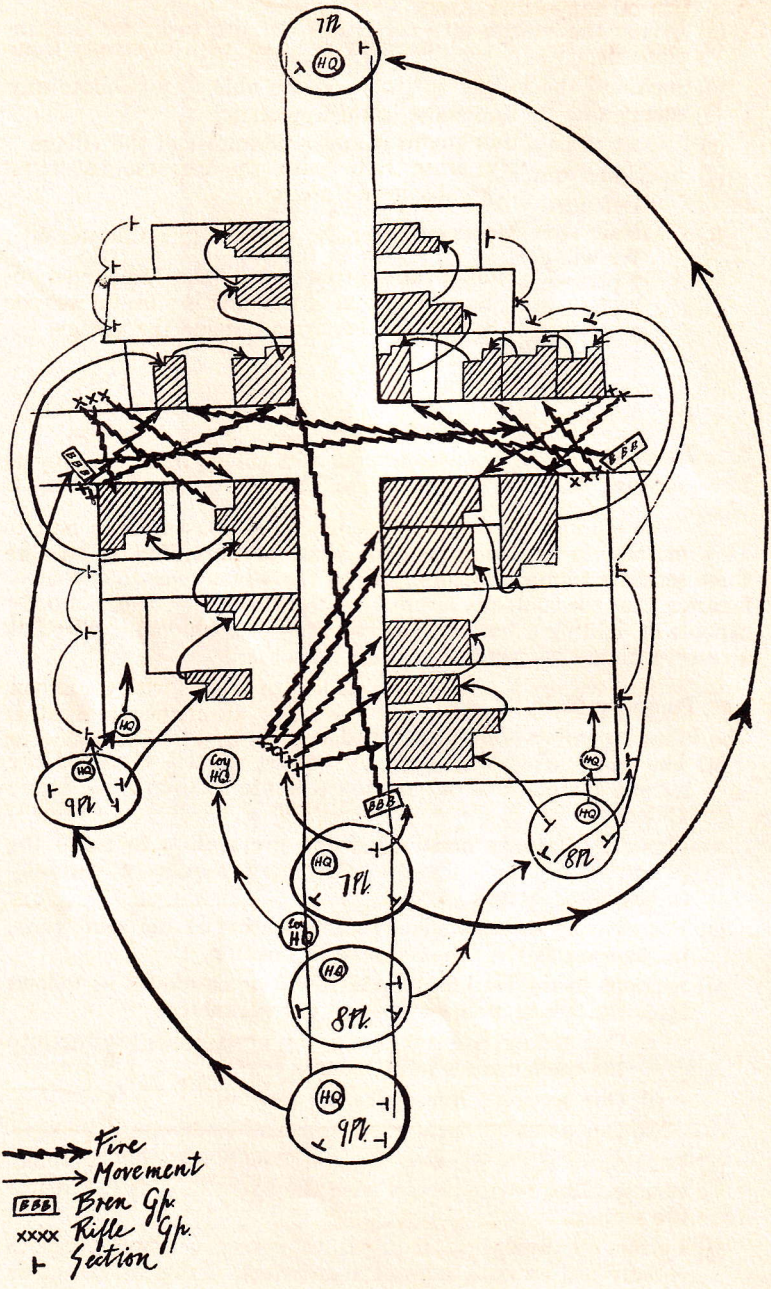

7Pl
HQ
BBB
Coy HQ
9Pl
8Pl
Fire
Movement
Bren Gp.
Rifle Gp.
Section

FIG. 46

5. **Use of Supporting Arms.**

(*a*) Artillery .. F.O.O. must be right up with Company Commander.

(*b*) Mortars .. Can assist in the approach.
Can augment seal.
By firing H.E. with the cap on can burst bombs inside houses.

(*c*) Carriers .. Must not enter the village. (See Chapter 5.)

(*d*) Tanks .. Similar to carriers, but the 2-pounder or 6-pounder gun of the tank is a useful weapon against houses from outside the village.

6. **Town Fighting.**

(*a*) The principles of house clearing and village fighting apply to towns.

(*b*) You will now be dealing with blocks of houses. It is best to sub-allot these amongst your force by providing all the fire sections from one platoon.

(*c*) Decide on a key house, storm this first frontally in order to break into a block.

(*d*) When clearing long streets of blocks of houses with a platoon, sections can be leap-frogged down one side of the street rather than clearing both sides at the same time. The following diagram illustrates this :

(*e*) It will rarely be possible to surround a platoon or company area entirely.

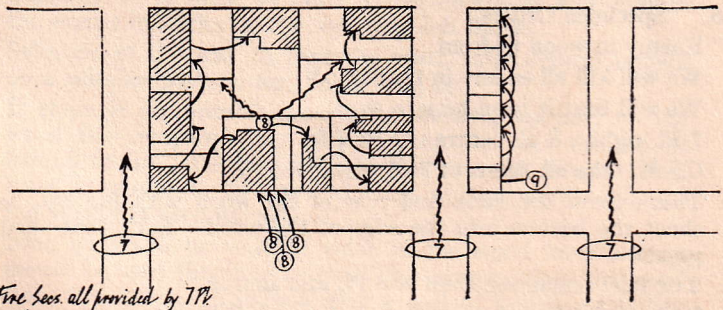


FIG. 47

SECTION 58.—COMPANY CLEARING ISOLATED COVER AND WOODS.

General.

The following points should be noted when carrying out wood clearing by a company :—

1. The stops. These are the Bren groups, and all nine can be used if need be. The best way to get them out into position quickly is for the Coy. Comd. to order them to report to an R.V. Here they will meet the 2 i/c Coy. and the C.S.M. The Coy. 2 i/c and the C.S.M. then circle the wood, moving in opposite directions, dropping off Bren groups where needed. If a smaller number than nine will suffice keep the remainder for local protection of your force before it enters the wood, and in any case site at least two to cover your entry into the wood. You may have a tough fight to gain the edge of the wood.

2. The beaters and support groups. Do not detail these haphazardly by treating the whole company as a composite body. Divide the wood into three lanes of equal width and allot one lane to each platoon, e.g. " 7 platoon right 50 yards ; 8 platoon centre ; 9 platoon left 50 yards." Each platoon will be responsible automatically for finding its own beaters and its own support groups to cover the lane allotted to it. This system prevents disorganisation and is very simple to operate. Platoons should all organise before they move up to the start line.

3. The mobile reserve. The platoon H.Q. groups can be used for this. They may be under command of the 2 i/c Coy. and arrangements should be made for them to meet him at an R.V. at the far side of the wood.

4. 2-inch mortars. Best results will be obtained if all the 2-inch mortars work together under command of one of the platoon serjeants. They can then provide heavy fire support if it is necessary to fight to gain entry into the wood.

5. Specimen Orders.

" Enemy in wood to front.

We will kill all enemy in that wood

We will beat it from here to there.

7 Pl. right : 8 pl. centre ; 9 Pl. left.

C.S.M. take all Brens of 7 Pl. and two of 8.

Task—cover the flank and rear of the wood with fire and help shoot the beaters into the edge of the wood. R.V. that hedge junction.

2 i/c take remaining Bren of 8 Pl. and all of 9.

Task—left front, flank and rear of wood, R.V. gate.

Mobile Reserve—Sjt. Smith—R.V. there—position high ground beyond wood.

All 2-inch Mortars under Sjt. Jones. R.V. in rear.

Task—screen entrance into wood with smoke in 10 minutes.
2 i/c take charge of Mobile Reserve after positioning Brens.
R.V. after wood cleared—high ground beyond.
Signals.
Any questions?
Move.

SECTION 59.—A COMPANY COMBAT TEAM CLEARING A WOOD WHICH IS PART OF A WELL-ORGANISED TANKPROOF LOCALITY.

Sections 39 and 58 describe the method of dealing with enemy in a wood where they are disorganised and of low morale. A more probable contingency is that an enemy platoon will be holding a wood as part of a well-organised tankproof locality. Some of the drills given will no longer apply :—

(1) The localities will be mutually supporting. Therefore it will not be possible to surround the wood with fire.
(2) There will be no question of a mobile reserve to place themselves between the enemy and a possible objective.

Drills which will apply :—

(1) The forming up of the ground is favourable.
(2) The method of beating the wood once the hard crust on the edge has been broken.

Points to note :—

(1) The edge of the wood is an excellent target. It is also the only place inside the wood from which it is possible for the enemy to get a field of fire. Therefore in spite of obvious drawbacks the edge of the wood will usually contain the enemy positions.
(2) Sufficient force must be detached to neutralize and contain the enemy localities on the right and left flanks.
(3) Selection of the way to beat the wood must depend largely on a suitable position for the forming up.
(4) If there is no suitable ground for forming up near to the wood the company may attack using the lane method of frontal attack. (Section 56.) In this case the company will have to reform as for wood clearing as soon as the edge of the wood has been gained.
(5) Bren guns will be of little value in the wood itself. They should be used therefore to shoot the company into the wood from the flanks. This will give a hail of bullets enfilading the edge of the wood. Any Brens taken into the wood should be positioned on the flanks of the beaters in order to shoot down the edges of the wood at any enemy who may try to escape.

(6) An enemy platoon locality might occupy a wood not more than 150 yards square and such a wood could be successfully undertaken by a company combat team. Larger defended woods are likely to contain enemy company localities and these would require the employment of larger forces.

Specimen Orders :—

Enemy in wood to front and in localities on right and left.

We will kill all enemy in that wood.

7 Pl. right, 8 Pl. centre, 9 Pl. left of objective.

C.S.M. take two Brens of 7 Pl. and two of 8 Pl. Task—shoot us into the edge of the wood from the right. R.V. there. 2 i/c take remaining Bren of 8 Pl. and two of 9 Pl. Task—shoot us into the edge of the wood from the left R.V. there. 2-inch mortars under Sjt. Smith. Task—cover our entrance into the wood with smoke at zero. R.V. there. Carriers neutralize locality on the right flank. Mortars. One det. fire ten minutes slow rate on to locality on left starting at Z–5.

One det. fire eight minutes rapid on to front edge of objective starting at Z–5.

Zero will be at 1500 hrs.

I shall be with No. 8 Pl.

Signals.

Any questions ?

Move."

CHAPTER V

THE APPLICATION OF THE BATTLE DRILLS TO A CARRIER SECTION OPERATING WITH A RIFLE COMPANY

SECTION 60.—GENERAL.

Sections must be prepared to operate with any company, hence the need for training all rifle companies and carrier sections to work on the same lines. But best results will be obtained in action if a carrier section works with a company to which it has become accustomed.

Note.—This chapter deals only with the action of a section of carriers decentralized under command of a company commander.

The larger picture of carrier platoon tactics when centralized is not dealt with here.

SECTION 61.—CHARACTERISTICS OF CARRIERS IN THE CO-OPERATION ROLE.

1. The Company Commander must realise :—

(*a*) That carriers are NOT tanks, although the enemy will regard all tracked vehicles alike as tanks.

(*b*) Carriers have a limited vision which, combined with their noise, makes it well nigh impossible for them to locate enemy.

(*c*) Carriers are very easily ambushed.

(*d*) The carriers of a section have the same fire power as a rifle platoon and should not needlessly be sacrificed to safeguard a rifle section or platoon.

(*e*) Carriers are best used as a mobile reserve of fire.

(*f*) Carriers are there to assist the company.

Therefore, a carrier section operating with a rifle company will normally travel behind the company. The carrier section commander will be in the " O " group with his link solo machine as a means of communication.

2. The battalion commander, for reasons of speed or to maintain contact with advanced troops, may sometimes order carriers out in front of marching personnel, when he will instruct the carrier platoon commander to detail a reserve section for this purpose.

3. The carrier section must never be split. The three carriers (and motor cycle patrol) are a single unit, necessary to each other for the carrying out of any task.

4. The company commander must know the carrier plan. He gives them the task, but he must know how they intend to carry it out.

5. The company commander should try to allow the carrier section commander time for an independent reconnaissance and giving of orders and avoid rushing the carriers into action without a formed plan. It is harder to control a carrier section than a rifle platoon. Once the carriers have started, voice control is impossible and the success of the carriers will depend largely on the orders being perfectly understood by all the crews. This takes a little time at the outset, but it is time well spent.

SECTION 62.—TASKS WHICH THE CARRIER SECTION CAN PERFORM WELL.

1. **Flank Protection.**

Not just someone moving parallel to you on your right or left. That way there is no control and the carriers are away at a time when they might be more useful with the company. Carriers should be given a definite task (such as denying a bridge until a certain time), and after performing it they should rejoin the company. Or, if the company commander is suspicious of any ridge, dead ground, wood, etc., on his flanks, he can send the carriers to investigate and, if necessary, remain there until the company is passed, rejoining it at a specified place further on.

2. **Neutralization.**

The carriers can be used to neutralize an enemy post interfering with the company's movements, when by using fire and/or smoke, they can temporarily blank it out (artificial defilade).

3. **Close Support 2-inch Mortar.**

Sometimes 2-inch mortar teams cannot get up quickly to within range. Carriers can be used boldly for this purpose, especially to take over from the 3-inch mortars or artillery, when under their covering fire or smoke the carriers can race ahead of the riflemen and take over the task until relieved by the company. As a carrier section only carries one 2-inch mortar, it might frequently be advantageous for the company commander to mount his own 2-inch mortars temporarily on the carrier to ensure sufficient close support mortar fire. (Note that 2-inch mortars cannot be mounted on carriers unless they have been pierced for the purpose.)

4. **Anti-Tank Action.**

A carrier section only carries one A/T rifle, so the company commander should consider that it might sometimes be advisable to mount two of his own A/T rifles on the carriers under his command. This relieves marching personnel and enables three A/T rifles to be taken to the tanks or armoured cars, instead of waiting for enemy vehicles to come within range of the one A/T rifle carried by a rifle platoon.

5. **Removing Wire.**

An assaulting rifle company is likely to be faced with wire, covered by enemy fire, and have no means of its own to surmount such an obstacle quickly. Provided it is equipped with a suitable grapple,

a carrier can bodily remove both concertina and double apron wire. The selected carrier approaches close up to the wire and swings round with its back to it. The grapple is then thrown over and the carrier pulls out. As the carrier is exposed at point blank range to any A/T weapons, this is a highly dangerous operation and during the dash forward and actual manoeuvre all possible covering fire must be given. This operation should rarely be attempted without a smoke screen.

6. **"Destroyer" Smoke Screen.**

The carriers, armed with about six No. 14 smoke generators per carrier can cruise along at high speed dropping off smoke generators or grenades as they go. In this manner they can provide an effective smoke screen over a wide front whatever the direction of the wind. This manoeuvre is ideal for tasks such as aerodrome counter-attack. The carriers themselves are well protected by their own smoke from accurate enemy anti-tank fire.

7. **Camouflage.**

Carriers can be used to "mill around" and break up ground round defensive positions, thus providing excellent concealment, both against ground and air observation.

8. **Motor Cycle Patrol.**

The motor cycles were added to the carrier platoon as fighting troops and should not be used as D.Rs., except in extreme urgency. If the motor cycle patrol cannot be used with the carriers, as when bullet-swept ground has to be crossed the company commander can use it as a standing patrol on a flank.

SECTION 63.—THE CARRIER SECTION IN COMBINED BATTLE DRILL FOR THE ATTACK.

1. **The Leading Platoon.**

The company commander will normally be up "reading the battle" before any platoon movement is completed and frequently before it has started. He has to consider:—

(*a*) By engaging carriers at this stage, might save having to deploy his company, thus speeding up the advance.

(*b*) But is it worth while committing carriers so early? He will lose control and have no mobile reserve in an emergency. Let us suppose that he decides not to engage his carriers alone. How can he best use his carriers to assist the normal platoon battle drills.

2. **The Platoon Pincer Movement.**

Carriers can be used:—

(*a*) **To Thicken up the Fire Section.**—It is vital to win the fire fight and if the Company Commander considers the Fire Section cannot do this, he can swiftly use his carriers to add to the fire power of a platoon (i.e., 3 L.M.Gs., 1 A/T rifle, one 2-inch mortar) without seriously committing his carriers if

he later wants them for another task. (See Section 70 for a comparison of German and British fire power to see how necessary this may be.)

(*b*) **To take over from the Fire Section.**—One of the problems of a platoon attack is the limited number of men available for assault. The carriers can be used to replace the Fire Section, thus releasing more bayonets to assault. (See section which brings out this shortage of man-power.)

(*c*) **Cut Off.**—If the Company Commander considers the Bren groups will not arrive in time to prevent enemy retreating, and as it is often as important to kill the enemy as to capture ground, he can use the carriers initially for this rôle ; however surprise may be lost and the enemy will then be expecting an assault. Also this must not interfere with the original platoon plan and carriers must be relieved as quickly as possible by the Bren groups, when they can swing round and protect the vulnerable rear of the Bren groups, acting as a protective screen against enemy counter-attack during the mopping-up and re-organisation.

3. **The Platoon Flanking Movement.**

The carriers can :—

(*a*) **Thicken up the Fire Section.**—As for platoon " Pincer ".

(*b*) **Take over from Fire Section.**—As for platoon " Pincer ".

(*c*) **Encirclement—Act as a prong thus making the movement into a " Pincer."**—Ground permitting, carriers can be used on the exposed flank ; they will distract the enemy's attention and can act as stops against any attempt to escape away from the assaulting troops.

(*d*) **Screen.**—Carriers can act as protective screen during mopping up and re-organisation.

4. **The Company Pincer Movement.**

The carriers can :—

(*a*) **Thicken up the Fire Platoon.**—As for platoon drill.

(*b*) **Take over from the Fire Platoon.**—Allowing them to regain their mobility. Also carriers sometimes better able to close in and distract enemy's attention from flanking troops.

(*c*) **Fire and Movement.**—Carriers can proceed the claw with the more exposed route—find the gaps, and, by covering fire or smoke, allow the riflemen to pass behind them until assault position is reached.

(*d*) **Cut Off.**—As for platoon drill.

(*e*) **Screen.**—As for platoon drill.

5. **The Company Flanking Movement.**

The carriers can :—

(*a*) **Thicken up the Fire Platoon.**—As for " Pincer ".

(*b*) **Take over from Fire Platoon.**—As for " Pincer ".

(*c*) **Encirclement.**—As for platoon "Flanking".

(*d*) **Fire and Movement.**—If other flank impracticable and surprise already lost, carriers can help the assaulting troops into position by distracting the enemy by fire and smoke.

(*e*) **Cut Off.**—As for platoon drill.

(*f*) **Screen.**—As for platoon drill.

(*g*) **Flank Protection.**—Carriers can do the job of a flank protection platoon, thus allowing two main effort platoons.

SECTION 64—CARRIER ROLES WHEN A COMPANY IS CLEARING A VILLAGE.

1. Mobile Reserve.

The company is very deployed and vulnerable to surprise attack. The Company Commander is generally advised to keep his carriers at company H.Q., to take on any enemy counter-attack.

2. Flank Protection.

If the Company Commander is only concerned with one exposed flank, carriers can be used to give warning of and hinder any enemy attack.

3. Seal.

Carriers can be used in the initial stages for this rôle, in order to cut the line of the enemy's withdrawal, but they MUST be relieved as soon as possible by the section of the platoon detailed for this task. They are far too vulnerable to leave out on their own.

4. Screen.

Carriers can protect the seal against attack by enemy mobile forces. CARRIERS MUST NEVER ENTER OR APPROACH NEAR TO A VILLAGE SUSPECTED OF CONTAINING ENEMY. THEY ARE FAR TOO VULNERABLE TO PLUNGING FIRE AND CANNOT, LIKE MEN ON FOOT, DODGE INTO A DOOR WAY.

SECTION 65.—THE CARRIER ROLE IN CLEARING A WOOD OR ISOLATED COVER.

1. Cut Off Vulnerable Point.

Carriers can be thrown as a screen between any V.P. and the enemy. They will start by going to the V.P. and then, according to previous orders can remain to protect it or move forward as a screen towards the area to be searched.

2. Stops.

By either working forward from the V.P. or going direct. Carriers can act as stops on a killing ground selected between the enemy and the V.P.

3. **Mobile Reserve.**

Carriers can replace lorried infantry beyond the killing ground. They are better suited for cross country work and can also thus release more men for the actual searching.

SECTION 66.—THE CARRIER ROLE IN DEFENCE.

1. **Mutual Defence.**

(*a*) **Mobile Reserve.**—Carriers can be used for immediate counter attack by hitting with fire at the flanks of any enemy filtering through a gap.

(*b*) **Standing Patrols.**—Carriers used forward can act as a mobile covering screen. They can give warning of approaching enemy. They can cause them to deploy early and generally hinder their advance.

(*c*) **Intercommunication.**—Carriers can frequently maintain contact with troops when other methods have failed. They can take messages, carry wounded out and supplies, ammunition, tools, wire, etc., in.

2. **River Line Defence.**

(*a*) **Fire Unit.**—Carriers over the obstacle, especially if thickened up with truck load of riflemen, make a most effective " Mobile Fire Unit ".

(*b*) **Counter Attack.**—The enemy must immediately be driven off any foothold he might succeed in gaining. It is unlikely that the first wave of enemy would have effective A/Tk weapons, and carriers should be sited, with engines warm and crews ready, to dash straight at the first boatload, using their tracks and grenades boldly and without regard for safety (providing the enemy has no A/Tk weapons sited on their side of the obstacle to shoot across it).

(*c*) **Carriers must always be withdrawn at night.** Their movement is audible for long distances, especially at night. When withdrawn they must be afforded the protection of other troops, when maintenance can be attended to ; petrol, oil, water and other essential supplies obtained, and the crews rested.

Note.—The defence carriers will often be centralized.

SECTION 67.—THE CARRIER ROLE IN WITHDRAWAL.

1. **Rearguard.**

The carriers can be used to take over during thinning out and preliminary withdrawal. Normally a carrier section can hold a company front for short periods, especially if there is a ridge or continuous cover to conceal their movements when, by use of frequent alternative positions, they can fool the enemy as to their strength. The company commander should advise the carrier section commander how long he requires to withdraw, and carriers

will hang on as long as possible to the original position and, on gradually falling back endeavour to keep the enemy out of M.G. and mortar range of withdrawing troops.

Whenever possible, the company commander should detail one of his officers to remain with the carrier section, travelling as fourth man on the section commander's carrier. The officer to be responsible for the actual timings of the withdrawal.

2. **Leap Frogging.**

Fire and movement over long distances by carriers and marching troops, carriers taking the shorter bound.

SECTION 68.—CARRIER AMMUNITION TACTICS.

1. A section of carriers will often find itself in reserve during the early stages of the company battle. It is during these stages that " ammunition tactics " may be vital.

2. " Ammunition tactics " are the art of " reading the battle " from the ammunition point of view. In our organisation this " reading " will be done either by the 2 i/c company or the C.S.M. He will be watching every move of the forward troops and trying to calculate their ammunition expenditure. He will follow the principle of always reinforcing success rather than failure, e.g. in a pincer movement he sees that the left flank is hotly engaged, but is making good progress. He will not wait for that flank to run out of ammunition and send back for more. He will make anticipatory arrangements and thrust the necessary ammunition forward. His task is to see that the right ammunition is always at the right place at the right time.

3. In carrying " ammunition tactics " into effect the section of carriers is the ideal vehicle. They can be used to reinforce success at vital moments, if not required for other purposes.

4. This rôle should be frequently practised.

CHAPTER VI.

THE FIREFIGHT—A COMPARISON

SECTION 69—GENERAL

Fatigue and morale being equal, fire superiority is the factor which will win or lose battles. The side which applies the greatest quantity of fire at the right time and at the right place will usually succeed. It is fatal to attempt movement without making proper arrangements for fire superiority.

Fire superiority—that is successful neutralization of enemy weapons implies an exact knowledge of those weapons—what they are, where they are and what they can and cannot do.

Fortunately the German is very stereotyped—he is cunning but has a predisposition to do the same thing in the same way. His habits are therefore well worth studying.

SECTION 70—GERMAN INF. DIV. FIRE POWER.

(*a*) **Recce. Unit.**—Mobile covering troops including machine guns and mortars (3 2-inch and 3 3-inch) may be encountered on a very wide front—usually weak in man power.

(*b*) **Infantry Regt.**—Equivalent to our Brigade—3 Inf. Bns. Each Bn. 4 Coys.—3 Rifle Coys. and 1 Support Coy. (Nos. 4, 8 and 12 are the Support Coys.—called Machine Gun Companies but including both machine guns and 3-inch mortars.)

Rifle Coys.

(i) Each Coy.—3 Platoons and Coy. H.Q.

(ii) Each Platoon—Pln. Comd.—Pln. H.Q., 4 Rifle Sections (each of Sec. Comd. and 9 men) and 1 Lt. Mortar Section.

(iii) Each Platoon has Pl. Sjt., Bugler (carries machine pistol), 2 orderlies, 1 stretcher bearer and 1 one-horsed vehicle.

(iv) Lt. Mortar Section—team 3 men—mortar is normally a two-man load—5 suit cases—9 rounds each—Total, 45 rounds carried maximum in platoon.

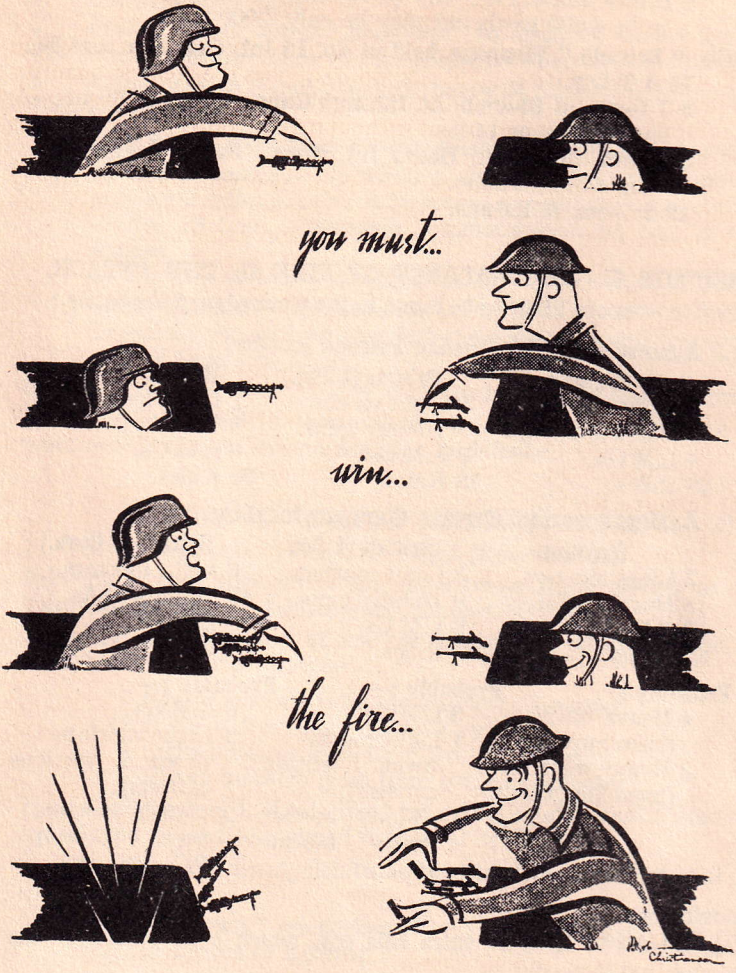
(v) Total strength of the H.Q. Group, 9 men.

(*c*) **Platoon Weapons.**

1 Lt. Mortar and 45 rounds (2·2-inch, range 540 yards).
5 Machine Pistols (192 rounds per pistol).
4 L.M.Gs. (1 per section—1,150 rounds per gun in section. Range 2,200 yds.).
28 Rifles (90 rounds per rifle carried on man).

(*d*) **Support Weapons.**

(i) **(Within each Rifle Coy.)—A/T Rifle Sec.**
1 N.C.O. and six men with 3 A/T rifles.
(Note this " Brigading.")


you must...
win...
the fire...
FIGHT

(ii) **(In the Support Coys.—No. 4. No. 8, No. 12.)**

12 Heavy M.Gs. in each Support Coy. (total 36). **Fired off a tripod**—Range 3,800 yds. capable of indirect fire. Cal. ·311-inch. R.P.M. 300/350.

6 Heavy Mortars 8·1 cm. (3·16-inch). Range now reputed to be 4,600 yards but may be only 2,000 yards.

(iii) **("Brigade" Weapons held in No. 13 Inf. Gun. Coy. and No. 14 A/T Coy.).**

6 7·5-cm. (2·95-inch) Lt. Infantry Guns. Range 5,600 yds.—shell 10 lbs. or 14 lbs.

2 15-cm. (5·9-inch) Heavy Inf. Guns. Range 6,000 yds.—weight of shell 80 lb.

12 3·7-cm. A/T Guns.

SECTION 71—THE BALANCE OF FIRE IN THE ATTACK.

Effective weapons likely to be found in the front edge of the battle :—

(*a*) **Against a normal German Platoon locality.**

German.	British (1 Pln.).	British (2 Plns.).
1 Light mortar.	1 Light mortar.	2 Light mortars.
5 Machine pistols.	3 Tommy guns.	6 Tommy guns.
4 L.M.Gs.	3 L.M.Gs.	6 L.M.Gs.
28 Rifles.	18 Rifles.	36 Rifles.

(*b*) **Against a normal German Company locality.**

German.	British (1 Coy.)	British (2 Coys.)
3 Light mortars.	3 Light mortars.	6 Light mortars.
15 Machine pistols.	9 Tommy guns.	18 Tommy guns.
12 L.M.Gs.	9 L.M.Gs.	18 L.M.Gs.
84 Rifles.	54 Rifles.	108 Rifles.
Probably :—	**Probably :—**	**Probably :—**
4 Heavy M.Gs. (from Sup. Coy.)	3 L.M.Gs.	6 L.M.Gs.
2 Heavy mortars. (from Sup. Coy.).	1 Light mortar (from 1 section carriers).	2 Light mortars (from 2 sections carriers).
	1 3-inch mortar (from Mortar Pl.).	2 3-inch mortars (from Mortar Pl.).

Conclusions.

Remember you have an extra rifle coy. which helps to restore the balance, but it needs :—

(*a*) Two British platoons to have fire superiority over one German platoon and the superiority is slight. A company has real fire superiority.

(*b*) Two British companies to have fire superiority over one German company and the superiority is slight. If each company has one section from carrier platoon under command fire superiority enhanced.

Fire superiority should be overwhelming wherever possible.

SECTION 72.—GERMAN HABITS IN DEFENCE.

1. Very careful camouflage, particularly during construction of posts.

2. Covering positions—mobile.

3. Use of weapon pits.

4. Prolific use of dummy positions " to dissipate enemy fire "—movement from dummies to real positions when attack begins.

5. Siting of both 3-inch mortars, heavy M.Gs. and infantry guns determined by :—

(*a*) **O.P. Site.**—They must have a good view from a high point.

(*b*) **Method of control.**—No wireless, very little signal equipment, only eight miles of cable in Support Coy. and the same amount in No. 13 Coy. Therefore communication by line is very limited.
In the case of heavy mortars, either voice or short line only.

(*c*) Siting of infantry localities for protection.
Therefore you will usually find these weapons well forward in spite of their long range.

6. Tendency to site positions in threes in a clover leaf pattern.

7. Mobility—fluidity—immediate counter-attack ; these are the watchwords of the German doctrine in defence.

SECTION 73.—GERMAN HABITS IN ATTACK.

1. Great emphasis on the Fire Fight (Feuerkampf).

Principle : Fire superiority on the narrow front chosen as the " critical objective " (schwerpunkt theory).

A typical concentration of fire for a battalion attack (might be on about a 600-yard front) :—

6 Heavy mortars from the Support Company.
12 H.M.Gs. from the Support Company.
4 Light infantry guns from No. 13 Company.
2 Heavy infantry guns from No. 13 Company.

This is exclusive of L.M.Gs., machine carbines, etc., and it does not include the usual allotment of divisional artillery.

2. The Germans distinguish three aspects in the destruction of the enemy by fire :—

(*a*) **" Beating down "** (niederkampfen) : Destroy enemy personnel and the means of fighting.

(*b*) **" Pinning down "** the enemy (niederhalten) : Force under cover and prevent enemy using his own fire power.

(*c*) **" Blinding "** the enemy (blinden) : Prevent enemy observation and aimed fire. Use of smoke ; also stunning the enemy by sheer weight of explosive. Much stress on psychological—" stupefying " effect—of bombardment.

3. **Use of light signals** to call for fire support. Can you turn this to your advantage ? It has often been done in this war already.

4. **Habits of Mortars.** Three ranging rounds followed by groups of 10 rounds.

5. **"Ammunition Tactics."**—Mobile reserves of ammunition to step up fire at decisive place at decisive time. (*Cf.*—Our use of Bren carriers for this purpose.)

SECTION 74.—RULES OF CONDUCT FOR US.

1. In attack : So dispose your force that you have fire superiority at the point of impact—key to success.

2. In defence : Keep a mobile reserve of FIRE—as large as possible—to counter his tremendous concentration at the point of attack.

SECTION 75.—NEUTRALIZATION AND CLOSE QUARTER FIGHTING.

1. A close comparison of the man power and fire power balance in the attack by a British company upon a German platoon locality is worth making. The following points emerge :—

(*a*) The German platoon locality contains 49 men, 4 light machine guns, 5 machine carbines and 1 2-inch mortar, as against a British platoon of 32 men with 3 L.M.Gs., 3 Tommy guns and 1 2-inch mortar. Other things being equal, therefore, a British platoon has neither the man-power nor the fire-power to attack a German platoon locality. Far better if a German platoon locality is identified (in organized defence the enemy will rarely have less) to manoeuvre the leading platoon into a first class fire position and put in the attack with the remainder of the company.

(*b*) The German platoon locality is likely to occupy an area of about 150 square yards. Having regard to its size and fire-power the addition of a section of carriers or a detachment of 3-inch mortars to thicken up fire will make a great difference to the balance of fire.

2. The diagram below shows a typical flanking attack on a typical German platoon locality. This brings out the following points :—

(*a*) The fire platoon, having first gained contact, will usually be very difficult to disengage, even should disengagement be desired. The assault will therefore usually have to be made by two platoons covered by the fire of the third platoon.

(*b*) These two platoons must take some steps to protect their own flank. They are very vulnerable whilst engaged in the attack. It is suggested that Bren groups and a 2-inch mortar might be sufficient for this task, but if heavy fire from the flank is encountered more may become embroiled.

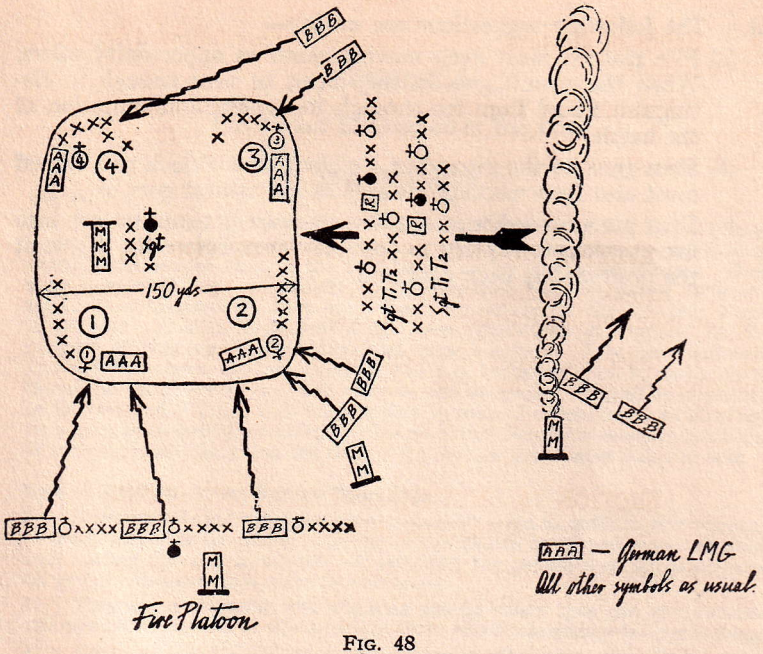


FIG. 48

c) Even without help from carriers or 3-inch mortars and making reasonable allowance for flank protection, good fire superiority has been secured :—

7 L.M.Gs. against 4.
2 2-inch mortars against 1.
6 Tommy guns against 5 machine pistols.

(*d*) The weakness in the attack lies in shortage of bayonets. Even if anti-tank riflemen and platoon sergeants are included, the two platoons together assaulting cannot find more than 40 men. It must be remembered that the balance in casualties is always likely to be against the attackers.

(*e*) The adverse balance of man power will not make itself effective if fire superiority is continuously maintained. The danger lies in the actual assault itself. If as the assault goes in and the clearing of the slit trenches on the right flank begins (Nos. 2 and 3), covering fire is switched off too soon, great danger will come from the posts on the left flank (Nos. 1 and 4), which may open devastating fire at short range, just as the attackers have their hands full.

(*f*) It is therefore absolutely essential if success is to be achieved, for very intimate close support to be given to attacking infantry, not only before, but actually during the assault. The enemy must be kept down in his slit trenches to the last possible moment. This can only be done by light machine-guns firing from as wide an angle as possible.

3. The following suggestions are made :—

(*a*) Fire platoon must keep moving closer as opportunity offers. When the assault goes in they must be near enough to distinguish friend from foe through the smoke and confusion of the battle.

(*b*) Bren guns on the ground at 4 o'clock or 8 o'clock and cut off must also keep working inwards as the assault goes in.

(*c*) Bren guns carried into the assault must attempt to get into fire positions as rapidly as possible—even before the whole of the position has been captured.

APPENDIX A.

The Tactical Employment of War Dogs.

INTRODUCTION.

Object.

1. The object of this Appendix is to assist Officers and N.C.Os. who may have war dogs working with their units or sub-units, in appreciating to what extent dogs can be used in the field under active service conditions. Dogs have been used very successfully by the Germans both for patrol work and for carrying messages. They were used extensively on the Western Front in 1939/40. A War Dogs School has been established in England for the purpose of training suitable dogs and their handlers. Now that sufficient numbers have been trained, units are likely to be called upon to make use of these dogs on active service both at home and overseas. It must be impressed on Officers and N.C.Os. that dogs cannot be treated as machines, as although they have been specially trained for this work they are not absolutely infallible. When used with discretion the dogs will prove of the utmost value in war.

Uses of Dogs on Active Service Operations.

2. Dogs can be used with all mobile patrols by night in order to give warning of the presence of the enemy. Owing to the highly developed senses of smell and hearing the dog is capable of detecting the presence of the enemy at a far greater distance than is the human being.

3. They are also useful with **standing patrols** where they can give definite and precise indication of the direction from which the enemy is approaching.

4. Dogs can be trained to carry messages efficiently over distances of 800–1,200 yards. They are most useful as they can often go where men cannot, thus saving time and casualties.

(For all the above uses, the silent type of dog is required. That is to say—a dog which is trained to carry out its task without barking or whining.)

Uses of Dogs in Places where Active Service Operations are not in being.

5. Dogs can be used for guarding aerodromes or V.Ps., where they can give warning of the approach of any person.

6. They can be used for patrolling beaches.

The Purpose of Handlers.

7. Each dog that is selected for training is given to a handler. This handler is the person who continually looks after the dog, feeds it and trains it. Handlers are chosen from men who have a natural love for dogs, a natural sense of country, experience of patrol work, intelligence, good eyesight and hearing, and infinite patience. These men will be given a short course of training with the dogs at the War Dogs Training School, and then return to their units with the dogs.

For message carrying, two handlers are allotted to each dog, and the dog regards both as his " master ".

Before deciding to use dogs for any of the above purposes, the handlers must be consulted as to the best methods of employment. No two dogs behave in the same manner and handlers are the only people who know each dog's peculiarities.

Types of Dog Used.

8. Either sex of dog can be used and no particular breed is necessarily the best. For patrol work it has been found that Alsatians are the most suitable and for message carrying the Collie type. Not every Alsatian nor every Collie can be trained and only those which are obedient, alert, intelligent, silent, and faithful are at all successful.

ALL TROOPS LOCATED NEAR ANY DOGS MUST BE WARNED THAT IN NO CIRCUMSTANCES ARE THEY TO ATTEMPT TO CONTACT THE ANIMALS OR INTERFERE WITH THEM IN ANY WAY. THE DOGS MUST NOT BE FED BY ANYONE EXCEPT THE HANDLER NOR MUST THEY BE TREATED AS PETS BY THE TROOPS.

Patrol Work.

9. **Mobile Patrols.**—Dogs can accompany men on mobile patrols, in which case the handler will act as leading scout and as soon as the dog has picked up the objective, the handler will withdraw with the dog to the rear of the patrol, but will take no part in any offensive action, remaining in contact with the patrol until required for any subsequent movement.

The dog will use body scent to locate the enemy. For this reason, a careful study of the direction of the wind is essential during the move forward. Consequently, the handler must be given a free hand to allow the dog to work on its own. If the wind is blowing directly from the enemy, the dog should be able to locate them from 150–200 yards distance. If the wind is blowing obliquely from the direction of the enemy, the process of detection will take longer, as traversing will be necessary. If the wind is blowing towards the enemy, then the dog is not of much use on the outward journey. The dog should, however, go out with the patrol as it may be of the greatest assistance in giving warning of possible enemy patrols on the return journey. This also applies in heavy rain, blizzards, snow, etc.

In mobile patrol work, the dog, handler and patrol must act as one. The patrol must not crowd up on the handler and dog. The whole must move by bounds, the patrol leader indicating to the handler the direction and distance of the next bound. The patrol must maintain the usual patrol alertness and not rely solely on the dog.

When dogs are used with patrols, the rate of progress will be considerably slowed up. If speed is essential, no dogs should be taken.

10. **Standing Patrols.**—When used with standing patrols, dogs are able to indicate the direction from which the enemy is approaching. If the wind is favourable, he should be able to do this at as much as 200 yards from the enemy. The dog lies still near his handler and indicates the approach of the enemy by stiffening, straining on the lead, suppressed excitement, etc. He will not make any noise if well trained. As soon as the presence of the enemy has been detected, the dog should be withdrawn. A favourable wind is not essential as the dog will be able to indicate the presence of the enemy in all conditions except during heavy rain, blizzards or very high winds. The dog and handler should be in front of the standing patrol, but not more than 5 yards distance and in direct communication with the patrol commander (by cord, agreed signals, etc.). Care must be taken that the handler and dog do not mask the fire of the patrol.

In all cases, flocks of sheep and herds of cattle are apt to foil scent.

Message Carrying.

11. Dogs are most useful for this purpose. Two handlers are required, one who remains behind with Platoon or Company H.Q. and the other who goes forward with the sub-unit on whatever rôle it is called upon to carry out. Dogs can carry messages over distances of 800 to 1,200 yards, through streets, in traffic, over obstacles, barbed-wire, water or hedges despite the presence of other dogs. In this way messages may be sent backwards and forwards between these two points.

The weather conditions are immaterial and a dog will always find his handler dead or alive, provided the handler maintains his original position.

A special message carrying collar is worn by a dog carrying messages and all persons should be taught to ignore any dogs wearing them whilst they are en route. These collars look like an ordinary leather dog collar with a leather pouch attachment.

It must be remembered that a dog carrying messages will only move along the same route taken by his handler on the first route and will always stick to this route. If either the patrol or H.Q. moves, the handler must remain until the return of his dog and then move to the new position.

Guarding V.Ps., Aerodromes, etc.

12. Dogs used for this purpose may be the " noisy " type of dog and give warning of the approach of unauthorised persons by barking, growling, or indicate silently as is the case with other patrol dogs. For guarding V.Ps., etc., dogs can be used in two ways.

(*a*) The " noisy " type could be attached by a chain to a wire stretched between two points covering the area to be guarded.

(*b*) Used as a mobile patrol (see para. 5).

Care of Dogs.

13. When not working, dogs can be accommodated in sheds, stables, garage or outhouse, provided it is weatherproof. Three dogs occupy a space of approximately 12 feet by 12 feet. Each should occupy separate compartments unless all three dogs agree.

Rusked brown bread or biscuit and horse-meat ration for the dogs is provided by the R.A.S.C. in accordance with the scale laid down. Scraps and soup from the troop's cookhouses can also be used. The dogs are fed only once a day—after work. As far as possible feeding should be at regular times.

When animals are required for work, the handlers must be given from 6–8 hours' notice, so as to ensure that the dogs are not fed beforehand. The handlers before leaving the school are instructed in the care and treatment of minor ailments. Daily attention to grooming, exercising, and feeding is of paramount importance. Should a dog become ill there will be signs of lassitude, and it will probably be off its food ; should this occur the dog's temperature must be taken for at least 48 hours at intervals of 6 hours. If a rise of temperature is recorded veterinary advice should be sought. Small wounds and first aid treatment can be carried out with the use of the Veterinary Field Chest, but any injuries out of the ordinary must be referred to a Veterinary Officer. If a Veterinary Officer is not available it is no doubt possible to obtain the services of the Medical Officer.

DON'TS for Troops Working with Dogs.

(*a*) DON'T feed any patrol or message carrying dogs at any time.

(*b*) DON'T make friends with or pet any of these dogs.

(*c*) DON'T ever stop a dog wearing a message carrying collar.

(*d*) DON'T make any unnecessary noise when in the neighbourhood of working dogs.

APPENDIX B

SAFETY RULES FOR USE OF LIVE AMMUNITION FOR TRAINING PURPOSES.

1. These rules which are to be used as a guide, are produced to cover the use of live ammunition for purposes of :—

(*a*) Battle inoculation.
(*b*) Field firing.

It must be borne in mind that these two types of training may be carried out together and that these rules will have to be adapted to meet the requirements of particular exercises.

A.—Battle Inoculation.

2. All firing of live ammunition will be controlled by an officer or a Warrant Officer or senior N.C.O.

3. Single rounds or short bursts only will be fired.

4. The firer will only use :—

(*a*) A weapon he knows thoroughly.
(*b*) A weapon that has been correctly zeroed.

All firers will be especially selected for their marksmanship in the particular weapon being used.

5. Before opening fire, the firer must appreciate both the ground at the selected point of impact of the bullet or bomb and the ground beyond the point of impact.

6. The ground selected for the point of impact should if possible be of a type unlikely to cause ricochets. In any case **fire will never be put down between the firer and the student.** The point of impact will be well to the flank, in line with or beyond the students. This minimises the possibility of a ricochet. Ricochets may deviate 45° or more from the point of impact.

7. For the purpose of battle inoculation bullets which pass five yards over the heads of the students have the same psychological effect as if they only passed 5 feet overhead. Therefore, a wide safety margin can be allowed without deterioration in the value of the training given. The overhead safety margin will never be less than 5 yards; it should usually be more. The greater the range the wider the safety margin should be. Overhead fire will not be attempted for training purposes at ranges over 500 yards. Overhead fire should always be given from the tripod.

8. If there is any doubt as to the safety of either students or civilians, do not fire.

9. No person, other than those detailed to use live ammunition, will carry or use it.

10. The firer must be completely in the picture as regards all possible methods of approach of the students. This is of increasing importance in view of the developments in individual camouflage. The firer will not fire if he cannot see the students.

11. Sentries must be posted to prevent people entering the danger area.

B.—Field Firing.

12. An officer, Warrant Officer or experienced senior N.C.O. will accompany each section (of rifle and carrier platoons), platoon headquarters and mortar detachment in order to ensure safety. He must know :—

(*a*) The point of origin of the live ammunition.
(*b*) Where the point of impact will be.
(*c*) How to stop the fire if necessary.

13. Officers, Warrant Officers and N.C.Os. accompanying troops carrying out field firing must have carried out a reconnaissance on the ground prior to the exercise.

14. Accompanying officers should also be used to watch the tactical handling of their party, as well as its safety. They will also be responsible for the safety of other troops when their own party opens fire.

15. An officer will check the safety of all pits from which markers are controlling targets or remote control Brens.

16. Signals for the opening and cessation of fire by covering weapons must be carefully worked out. Covering fire should always be carried out by observation, if possible.

17. All civilians living in the proximity of the Field Firing Area should be warned when field firing is going to be carried out. This can probably be done best through the local police and by placing a notice on the local parish notice boards. The fact that this warning has been given does not do away with the necessity for sentries—see paragraph 11 above.

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